Huyanh Hoang

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Education

University of California, Irvine   **Cumulative GPA: 3.4**
Bachelor of Science, Informatics   *2013–March 2018*
Emphasis in Software Development and User Experience Design
Coursework: Databases, Data Structures and Algorithms, User Interaction Software, Senior Capstone Design

Experience

UCI Information and Computer Sciences   **Irvine**
Lab Tutor   *January 2017 - Present*
- Guide students through Data Structures and Algorithms lab assignments in a setting of 40+ students
- Provide student feedback to the professor and TA to improve lab sessions

UCI School of Medicine   **Irvine**
iOS Developer   *December 2016–Present*
- Developing an iOS application using AVFoundation to mitigate the ringing sound of Tinnitus
- Creating an interface using Firebase to fetch sound files from Google Cloud Storage to persistent local data storage
- Designing the code architecture through requirement elicitation with doctors

Rohm   **Irvine**
Cofounder   *January 2016–January 2017*
- Rewrote over 4000 lines of front-end code in Swift and completed documentation from legacy iOS codebase
- Created internal Agile framework for team to prioritize features, reducing development cycle into 1 week sprints
- Implemented lean startup techniques and conducted 20+ user interviews to discover problems and create solutions, cutting down 2 months of development time

Software Projects

Independent Developer   **Irvine**
calorui   *July 2016–Present*
- Developing a mobile fitness application for iOS and Android using React Native and Firebase

UCI   **Irvine**
iXercise   *March 2016–June 2016*
- Conducted interviews and extracted requirements with doctors to build a web administration system for an exergame that supports the rehabilitation of recovering leukemia patients
- Tested prototype designs with medical staff, performed modifications, and retested those modifications
- Learned to create a secure, user-centered application using Node.js, MongoDB, and D3.js

LAHacks   **Los Angeles**
paso   *April 2016*
- Collaborated with business students to extract requirements to develop a fitness iOS application that donates a set amount of money to charity once the user walks 10,000 steps
- Adapted OAuth2 libraries to connect the backend FitBit API to the frontend logic

Leadership and Community

Boy Scouts of America   **Westminster**
Eagle Scout Project   *June 2013*
- Developed and led a project involving the creation of wooden storage shelves for children at a local elementary school; managed 15-20 volunteers

Skills

- Proficiency in C++, Java, Python, Swift, iOS

- Experience with HTML5/CSS3, MongoDB, Node.js, JavaScript, React, SQL, Linux
- Knowledge in user personas, user interviews, prototyping, lean startup