Huyanh Hoang

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Education

2013–June 2017
Bachelor of Science, Informatics, *University of California, Irvine*.
Cumulative GPA: 3.4

Professional Experience

January 2016–Present
iOS Developer, *Rohm*, Irvine.
- Convert prototypes for an iOS platform dealing with event coordination and event discovery to Swift code using external libraries and UIKit
- Overhaul the existing app with adaptive code that keeps future changes in mind
- Construct documentation detailing a high-level overview of the code structure for later implementation in the Android version

Software Projects

April 2016–Present
paso, *LAHacks 2016*, Los Angeles.
- Collaborated with non iOS developers 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
- Guided team members on UIKit, Swift, and UX design to make the application more user-centric

April 2016
FlagTraveler, *2016 NASA Space Apps Challenge*, Irvine.
- Designed a solution to help users learn about NASA's historical events that would otherwise be undiscovered
- Engineered an iOS application that uses an HTML parser to scrape NASA data and displays them in a geotagging based interface
- Presented a pitch to the local community and received showcasing on open.NASA's Innovation Space for Most Inspiring

November 2015
Unavoidable, *HackUCI*, Irvine.
- Developed a first-person survival horror game for the Oculus Rift Development Kit 2
- Designed the map layout, menu scene, and gameplay in which the player must escape a labyrinth while being chased by an enemy AI
- Learned the basics of the Unity3D 5 Engine and C# scripting to apply them all within a 24 hour timeframe

Leadership and Community

June 2013
Eagle Scout Project, *Boy Scouts of America*, Westminster.
- Developed and led a project involving the creation of wooden storage shelves for children at a local elementary school
- Managed a group of 15 people and assigned them different tasks such as painting and nailing

Skills

- Proficiency in object-oriented programming with Python, Java, C++, and Swift, SQL databases
- Familiar with Xcode/Cocoa, Unified Modeling Language, HTML5/CSS3, Sketch, D3, MongoDB, Node.js