Boi-Hien **Huang**

COMPUTER ENGINEERING GRADUATE

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Education

University of California, Riverside   *Riverside, CA*
B.S. IN COMPUTER ENGINEERING   *June 2021*

- Operating Systems (xv6)
- Computer Networks (Socket Programming)
- Intro to Artificial Intelligence (C++)
- Computer Graphics (C++, OpenGL)
- Unix Administration (Bash, Perl Python, PHP)
- Embedded Systems (C)
- Computer Databases (MySQL)

Employment

Marvin Test Solutions   *Irvine, CA*
SOFTWARE APPLICATIONS ENGINEER   *April 2021 - Current*

- Developed software drivers for measurement instruments such as digital multi meters, power supplies, and oscilloscopes
- Designed and improved ATEasy in order to meet client's requirements for unique projects
- Debugged and maintained software releases such as GtLinux, Python, and DotNet driver
- Contributed to the release of the TS-900e-5G software system

Projects

2021	**NewsBreakers**, Developed a 2D side-scrolling video game using Unity Game Engine and worked with a group of 5 members using scrum development process - C#	*Riverside, CA*
2021	**Ray Tracer**, Implemented a ray tracing software that renders 3D scenes with geometrical shapes using phong shading, interpolation, and refraction - C++, OpenGl	*Riverside, CA*
2020	**Facebook Mini**, Created an instant messaging software that mimics Facebook messenger and allows communication between multiple clients - Python	*Riverside, CA*
2019	**Teamfight Tactics Mobile**, Designed an Android helper application that provides missing features for the game Teamfight Tactics - Java, XML	*Westminster, CA*
2019	**Breakout**, Re-created the game "Breakout" on the ATMEGA 1284 microcontroller using an SNES controller and an LED Matrix - C	*Riverside, CA*
2018	**Conway's Game of Life**, Developed a cellular automation program and algorithm that simulated the life cycle of a population - C++	*Riverside, CA*

Extracurricular Activity

2019	**Association of Computing Machinery (ACM)**, Computer Science club that helps members develop technical and professional skills in school and industry	*Riverside, CA*
2018	**Beach Hacks**, Worked on a 3D rolling ball puzzle game utilizing Unity Game Engine and wrote C# scripts in order to present to a panel of judges	*Long Beach, CA*

Technical Skills

Languages C++/C (Proficient), Python (Familiar), C# (Familiar), Java (Familiar)

Front-End HTML5 (Familiar), CSS (Familiar)

Tools | Framework Git, GitHub, Linux, Unity3D

Software Microsoft Office, ATEasy