Boi-Hien **Huang**

COMPUTER ENGINEERING

☐ (714) 717-9211 | ✉ boihiennhuang@gmail.com | 🏠 boihienhuang.com | ⧉ boihien | in boihienhuang

Education

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

- Computer Networks (Socket)
- Artificial Intelligence (C++)
- Computer Graphics (C++, OpenGL)
- Unix Administration (Bash, Perl, PHP)
- Computer Databases (MySQL)
- Embedded Systems (C)

Employment

Infosys Limited	*Sunnyvale, CA*
SOFTWARE ENGINEER	*December 2021 - Current*

- Partook in Java Programming and Big Data Analytic training course in order to complete certifications
- Worked with Apache Kafka to create consumer and producer models
- Created Capstone projects through Apache Hadoop framework

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

- Designed and improved ATEasy Software in order to meet client's requirements for unique projects
- Developed software drivers for measurement instruments such as digital multi meters, power supplies, and oscilloscopes
- Debugged and updated software releases such as GTLinux, GTPython, and .Net driver

Projects

2022	**HuangCord**, Re-created the Discord software as a web application utilizing Firebase backend and React.js frontend - HTML, CSS, JavaScript	*Westminster, CA*
2021	**NewsBreakers**, Lead a team of 5 members in order to create a 2D side-scrolling video game using Unity Game Engine. Utilized Scrum development methodology to complete user stories - C#	*Riverside, CA*
2020	**Ray Tracer**, Implemented a ray tracing software that renders 3D scenes with geometrical shapes using phong shading, interpolation, and refraction - C++, OpenGl	*Riverside, CA*
2019	**Teamfight Tactics Mobile**, Designed an Android helper application that provides missing features for the game Teamfight Tactics - Java, XML, JSON	*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*

Extracurricular Activity

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

Technical Skills

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

Front-End React.js (HTML, CSS, JavaScript)

Tools | Framework Git, GitHub, Linux, Vim, Unity3D, OpenGl

Miscellaneous Technologies ATEasy, Excel, SQL, APIs, OOP, XML, VScode