# Boi-Hien **Huang**

COMPUTER ENGINEERING GRADUATE

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## **Edu**cation

**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)

## **Emp**loyment

**Stater Bros. Market**                                                                                                *Westminster, CA*

COURTESY CLERK                                                                                                     *Jun. 2017 - Oct. 2017*

- Bagged groceries, collected shopping carts, and maintained front-end of the store
- Managed inventory and performed price checks
- Responded to customer's questions and provided accurate information about products

**Jack in the Box**                                                                                                   *Westminster, CA*

CASHIER                                                                                                            *July. 2018 - Sept. 2018*

- Handled currency and credit transaction quickly with accuracy
- Assembled customer's orders while maintaining proper food sanitary procedures
- Communicated clearly with coworkers and managers in a fast-paced environment

## **Pro**jects

| 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* |

## **Ext**racurricular 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* |

## **Tec**hnical Skills

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

**Front-End** HTML (Familiar), CSS (Familiar)

**Tools | Framework** Git , Linux, Unity3D

**Software** Microsoft Office