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

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

Projects

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