

# Boi-Hien Huang

COMPUTER ENGINEERING

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## Education

### University of California, Riverside

Riverside, CA

B.S. IN COMPUTER ENGINEERING

June 2021

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

## Employment

### Infosys Limited

Sunnyvale, CA

SOFTWARE DEVELOPER

December 2021 - Current

- Partook in Java Programming and Big Data Analytic training course in order to complete certifications
- Developed web applications utilizing HTML, CSS, and JavaScript
- 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 | <b>HuangCord</b> , Re-created the Discord software as a web application utilizing Firebase backend and React.js frontend - HTML, CSS, JavaScript                                       | Westminster, CA |
| 2021 | <b>NewsBreakers</b> , Developed a 2D side-scrolling video game using Unity Game Engine and collaborated with a group of 5 members to complete user stories in a Scrum environment - C# | Riverside, CA   |
| 2021 | <b>Ray Tracer</b> , Implemented a ray tracing software that renders 3D scenes with geometrical shapes using phong shading, interpolation, and refraction - C++, OpenGL                 | Riverside, CA   |
| 2020 | <b>Facebook Mini</b> , Created an instant messaging software that mimics Facebook messenger and allows communication between multiple clients - Python                                 | Riverside, CA   |
| 2019 | <b>Teamfight Tactics Mobile</b> , Designed an Android helper application that provides missing features for the game Teamfight Tactics - Java, XML                                     | Westminster, CA |
| 2019 | <b>Breakout</b> , Re-created the game "Breakout" on the ATMEGA 1284 microcontroller using an SNES controller and an LED Matrix - C   | Riverside, CA   |

## Extracurricular Activity

- |      |   |                |
|------|---|----------------|
| 2019 | <b>Association of Computing Machinery (ACM)</b> , Member of a Computer Science club that helps with developing technical and professional skills in school and industry | Riverside, CA  |
| 2018 | <b>Beach Hacks</b> , 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), JavaScript(Familiar)

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

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

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