

Boi-Hien Huang

COMPUTER ENGINEERING GRADUATE

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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	HuangCord , Re-created the Discord software as a web application utilizing Firebase backend and React.js frontend - HTML, CSS, JavaScript	Westminster, CA
2021	NewsBreakers , 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	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

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), JavaScript(Familiar)

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

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

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