Dan Hoang

Email: danhoang@ucdavis.edu | Phone: 408-712-0556
LinkedIn: linkedin.com/in/dabhoang | Github: dabhoang | dabhoang.github.io

EDUCATION

University of California, Davis — Davis, CA
Master of Science in Computer Science — June 2022
Relevant coursework: Distributed Database Systems, Computer Architecture, Design and Analysis of Algorithms

University of California, Santa Cruz — Santa Cruz, CA
Bachelor of Science in Computer Science - Honors in the Major — June 2020
Relevant coursework: Data Structures, Algorithms, Databases, Software Engineering, Web Development, Computer Architecture, Operating Systems, Computer Systems and Assembly Language, Comparative Programming Languages, Vector Calculus, Linear Algebra, Probability and Statistics

EXPERIENCE

GAOTek Inc. — Remote
Software Development Intern — August 2021 – November 2021
- Developed a Python script to extract necessary client data from a CSV file containing 200,000+ clients
- Provided the senior engineers with feedback regarding documentation and unit testing of a company software product
- Wrote Python scripts to improve search engine optimization (SEO) of the company's website and content
- Performed research on standards for Group 3 facsimile communication over IP networks
- Collaborated with other interns to design communications protocols according to those standards

Western Digital Corporation — Milpitas, CA
Systems Design Engineering Intern — June 2018 – September 2018
- Developed ULINK Drive Master's Power States Stress Test scripts for WDC NVMe devices
- Ensured that the drives were robust and complied with NVMe specifications
- Gained experience in computer systems and NVMe devices

University of California, Davis — Davis, CA
Teaching Assistant — September 2021 – present
- Helped students with debugging programming assignments in C++ and RISC-V assembly language

University of California, Santa Cruz - Jack Baskin School of Engineering — Santa Cruz, CA
Reader / Grader — March 2020 – June 2020
- Evaluated 200+ students' homework assignments per week for the CSE 103 Computational Models course
- Addressed rubrics and common mistakes during weekly meetings with the instructor and other graders

PROJECTS

resilientDB — December 2020
- A high-throughput yielding permissioned blockchain fabric/distributed database system written in C++
- Collaborated on a team of 5 to implement the Raft consensus algorithm

RosterSearch — October 2020
- Implemented a Python script that filters students on a roster, which is a CSV file, by matching patterns
- Performed unit testing on the functions involved in the script using Python's unittest framework

Personal Website — September 2020
- Created a personal website to display my professional background using HTML and CSS
- Successfully deployed the website using Github Pages

Collect — April 2019
- Created a command line based game in Java where the user travels through multiple cities to collect points
- Implemented the breadth first search algorithm to determine connectivity of cities and shortest distance to items

SKILLS

Languages: Java, Python, C, SQL, HTML, JavaScript, CSS
Technologies: React.js, LaTeX, Microsoft Suite, Unix, Git