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, Principles of Computer Systems Design(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 feedback and testing suggestions for the company's software documentation
- 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