

Dan Hoang

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EDUCATION

University of California, Davis

Master of Science in Computer Science

Davis, CA

June 2022

Relevant coursework: Distributed Database Systems, Computer Architecture, Design and Analysis of Algorithms

University of California, Santa Cruz

Bachelor of Science in Computer Science - Honors in the Major

Santa Cruz, CA

June 2020

Relevant coursework: Data Structures, Algorithms, Analysis of Algorithms, Database Systems, Software Engineering, Web Development, Computer Architecture, Principles of Computer Systems Design(Operating Systems), Computational Models, Computer Systems and Assembly Language, Comparative Programming Languages, Technical Writing, Discrete Math, Vector Calculus, Linear Algebra, Probability and Statistics

EXPERIENCE

GAOTek Inc.

Software Development Intern

Remote

August 2021 – November 2021

- Performed research on standards for Group 3 facsimile communication over IP networks
- Collaborated with other interns to design communications protocols according to those standards
- Wrote Python scripts to improve search engine optimization (SEO) of the company's website and content
- Provided feedback and testing suggestions for documentation of company software and products
- Developed a Python script to extract necessary client information from a CSV file

Western Digital Corporation

Systems Design Engineering Intern

Milpitas, CA

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

Teaching Assistant

Davis, CA

September 2021 – present

- Helped students with debugging programming assignments in C++ and RISC-V assembly

University of California, Santa Cruz - Jack Baskin School of Engineering

Reader / Grader

Santa Cruz, CA

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