

Dan Hoang

Email: danhoang@ucdavis.edu | Phone: 408-712-0556

LinkedIn: [linkedin.com/in/dabhoang](https://www.linkedin.com/in/dabhoang) | Github: [dabhoang](https://github.com/dabhoang) | Website: dabhoang.github.io
San Jose, CA

EDUCATION

University of California, Davis

Master of Science in Computer Science - GPA: 4.00

Davis, CA

March 2022

Relevant Coursework: Distributed Database Systems

University of California, Santa Cruz

Bachelor of Science in Computer Science - Honors in the Major - GPA: 3.48

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

SKILLS

- **Languages:** Java, Python, C, SQL, HTML, JavaScript, CSS
- **Technologies:** LaTeX, Microsoft Suite, Unix, Git

EXPERIENCE

Western Digital Corporation

Systems Design Engineering Intern

Milpitas, CA

June 2018 - Sept. 2018

- Developed ULINK Drive Master's Power States Stress Test scripts for WDC NVMe devices to ensure robustness and NVMe specification compliance
- Gained experience in computer systems and NVMe devices

CSE Department at UC Santa Cruz

Course Reader

Santa Cruz, CA

March 2020 - June 2020

- Graded weekly homework assignments for the Computational Models course taught by Professor Daniel Fremont

PROJECTS

resilientDB

December 2020

- A high-throughput yielding permissioned blockchain fabric/distributed database system written in C++
- Worked on a team of five to implement the Raft consensus algorithm

RosterSearch

October 2020

- Implemented a Python script that filters students by matching patterns in student names, emails, or GPA's given a CSV file representing a class roster
- 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

Collect

April 2019

- Created a text based game in Java where the user traverses through multiple cities on an island with anonymous highways to collect as many points as possible
- Implemented the breadth first search algorithm to determine connectivity of the cities as well as the shortest distance to each of the items