

Dan Hoang

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San Jose, CA

EDUCATION

University of California, Davis
Master of Science in Computer Science

Davis, CA
Expected March 2022

University of California, Santa Cruz
Bachelor of Science in Computer Science - Honors in the Major - Major GPA: 3.49

Santa Cruz, CA
June 2020

Relevant Coursework: Data Structures, Analysis of Algorithms, Database Systems, Algorithms and Abstract Data Types, Computer Architecture, Computational Models, Computer Systems and Assembly Language, Comparative Programming Languages, Technical Writing, Applied Discrete Mathematics, Vector Calculus, Mathematical Methods for Engineers (Linear Algebra), Probability and Statistics for Engineers, Introduction to Software Engineering, Principles of Computer Systems Design (Operating Systems), Web Applications

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 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

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

freeBay
December 2019

- Created a mobile app using Android Studio where users can post their unwanted items to give away
- Worked on a team of 6 using SCRUM methodology; I served as SCRUM master for one sprint

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