

Dan Hoang

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EDUCATION

University of California, Davis

Master of Science in Computer Science

Davis, CA
September 2022

University of California, Santa Cruz

Bachelor of Science in Computer Science - Honors in the Major

Santa Cruz, CA
June 2020

EXPERIENCE

GAOTek Inc.

Software Development Intern

Remote
August 2021 – November 2021

- Utilized Python to convert a file containing raw data for 200,000+ clients into CSV format for parsing
- Developed a Python script to extract necessary data from each client's record in the reformatted file
- Provided the senior engineers with feedback regarding documentation and unit testing of a company software product

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 using an in house C library
- Ensured that the drives produced by the company were robust and complied with NVMe specifications

University of California, Davis

Teaching Assistant

Davis, CA
September 2021 – June 2022

- Helped students with debugging programming assignments in C, C++, RISC-V assembly, and x86 assembly
- Provided explanations and answered student questions relating to the course content

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

RESEARCH

Extended Reality Labs - University of California, Davis

January 2022 – September 2022

- Created a 3D virtual reality multiplayer game using Unity and C# where players move around to collect points
- Utilized the Mirror networking library to ensure that the state of the game is consistent for all players

PROJECTS

Blob Boi

June 2022

- Created a game using Unity and C# where the player manipulates gravity in order to save as many fish as possible
- Implemented transitions between multiple scenes including the title, prologue, gameplay, ending, and game over scenes
- Implemented heads up display features including the current score as well as bubbles to denote the number of lives left

American Sign Language Classifier

March 2022

- Built a convolutional neural network using PyTorch to classify images of letters in the American Sign Language alphabet
- Trained the model using images from the Sign Language MNIST dataset

Digit Classifier

January 2022

- Implemented the k nearest neighbors machine learning algorithm in Python to classify MNIST handwritten digits
- Used matplotlib to create visualizations in order to analyze the effects of different parameters on accuracy

Personal Website

December 2021

- Created a personal website to display my professional background using React.js and Material UI
- Utilized Netlify to successfully deploy my website - <https://dabhoang.netlify.app/>

SKILLS

Languages: Java, Python, C++, C, C#, SQL, HTML, JavaScript, CSS

Technologies: React.js, Material UI, PyTorch, Unity, LaTeX, Unix, Git