

Dan Hoang

408-712-0556 | dabhoang24@gmail.com | [linkedin.com/in/dabhoang](https://www.linkedin.com/in/dabhoang) | github.com/dabhoang
San Jose, CA

EXPERIENCE

Brooks Automation

Fremont, CA

Software Engineer - Full Time

February 2023 – Present

- Streamlined 7 manufacturing procedures by designing and developing a WPF .NET GUI that uses the Model-View-ViewModel architecture pattern and sends commands to a FRU using the company's API
- Collaborated with the electrical team to ensure the software implementation of the streamlined procedures meet hardware requirements
- Developed a feature in C# to generate reports of a manufacturing process's results and data in .csv and .txt formats
- Designed and developed a feature in the C#/.NET application that runs in the Linux operating system of a product delivered to a customer ranked in the top 10 companies of the semiconductor industry according to multiple rankings
- Streamlined 3 additional manufacturing procedures by implementing REST API requests in C# to the company's Swagger server in order to receive the feed and set the settings of Raspberry Pi cameras
- Increased the number of possible hardware FRU configurations that a WPF .NET application can be used for by allowing the user to specify additional configurations in an xml file and using C# to read in the new configurations
- Updated a feature in a WPF .NET application to use more recent data from a MySQL database when displaying graphs and performing calculations

Software Engineer - Contract

October 2022 - February 2023

- Developed a feature in an operation of the company's main API that is shipped to all customers to support additional configurations of hardware
- Fixed a bug in an operation of the company's main API that is sent out to customers
- Wrote test scripts using Python to automate test cases for developed features

Xtended Reality Labs - University of California, Davis

Davis, CA

Researcher (Volunteer)

October 2021 - 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
- Collaborated with other lab members to ensure the game is playable on the lab's Oculus devices
- Collaborated with the professor and other lab members to ensure a smooth handoff so that the game is usable for the lab's next objectives

University of California, Davis

Davis, CA

Teaching Assistant

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

EDUCATION

University of California, Davis

Davis, CA

Master of Science in Computer Science

September 2022

University of California, Santa Cruz

Santa Cruz, CA

Bachelor of Science in Computer Science - Honors in the Major

June 2020

TECHNICAL SKILLS

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

Technologies: .NET, WPF, XML, XAML, MySQL, Azure DevOps Server, Visual Studio, Git