

KHOI HOANG



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EDUCATION

California State University, Sacramento – GPA: 3.91

Expected 12/2017

B.S Computer Science. Minor in Mathematics

Dean's Honor List – Top 10% (Fall 2015 – Spring 2016)

Coursework:

- System Programming in Unix
- Computing Theory and Programming
- Data Structures and Algorithm Analysis
- Graphics Programming (In Progress)
- Database Management Systems (In Progress)
- Computer Networks and Internets (In Progress)

WORK EXPERIENCE

Software Engineer Intern

VSP Vision Care

May 2016 – August 2016

- Part of an Agile team responsible for creating a workflow application using AngularJS and Node.js to manage 500,000 claims per year. These functionalities were initially performed using an Excel Spreadsheet.
- Created HATEOS RESTful services using JBoss-Rest easy and JPA-Hibernate to support the front end UI.
- Led team of 4 in writing unit and end-to-end testing. Researched new test frameworks Karma, Protractor and Cucumber to train team members and configured test suite on Jenkins.
- Code is scheduled to be pushed to production in 3 weeks after internship end date.

IT Technician

California State University, Sacramento

June 2015 – Present

- System Administrator, managed networks and servers for 5 CSUS Academic Departments.
- Repaired computers with software, hardware problems and maintained lab systems.
- Developed scripts to automate network administration tasks and application deployments.

Programming Tutor

MESA, Cosumnes River College

Mar 2012 – May 2015

- Provided tutoring for students in all offered programming courses.
- Analyzed defects in students' code and explained debugging strategies.
- Held impromptu pair-programming sessions and devised study plans for exams throughout the semester.

ACADEMIC PROJECTS

Sequential Multiplier

- Implemented a sequential circuit of a 7-bit 2's complement multiplier using Verilog.
- Designed circuit using 8-bit adder/subtractor and bit-serial partitioning using 2-bit CLA adder.

Recursive Descent Recognizer

- Implemented in Java, supported a simple EBNF grammar accepting strings from user input.

UNIX Shell

- Programmed a simple shell using C language.
- Supported basic UNIX commands, I/O redirection, signals, and background jobs.

2048

- Developed a web browser mini-game based on the trademark 2048 on mobile phone. Programmed using Python simpleGUI.

Asteroids

- Developed a web browser mini-game based on the old classic Asteroids in arcade. Programmed using Python simpleGUI.
- Supported background music and pretty graphics.

Windows Calculator

- Programmed a simple version of the windows' calculator using Java.

TECHNICAL SKILLS

Proficient in: Java, C++, C, JavaScript, AngularJS, Node.js, Python, RESTful API, HTML, CSS

Experience in: SQL, MIPS Assembly, Verilog

Test Frameworks: Protractor, Cucumber, Karma, Jasmine, JUnit, Mockito, JBehave

Applications: Eclipse IDE, Maven, GIT, Jenkins, JIRA, MS Visual Studio, Altiris

Operating Systems: Windows, OSX, UNIX, LINUX