

KHOI HOANG

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EDUCATION

California State University, Sacramento – GPA: 3.88/4.0 August 2015 – December 2017 (Expected)
Bachelor of Science - Computer Science. Minor in Mathematics.
Concentration: Cyber Security and Operation.
Dean's Honor List – Top 10% (Fall 2015 – Spring 2017)
Coursework:
Completed: Data Structure, Advanced Algorithm, Networking, Operating System, Graphics Programming
In Progress: Intelligent System, Cryptography

WORK EXPERIENCE

Software Engineer Intern **Micron Technology, Inc** May 2017 – August 2017

- Maintained the automation tools and test suites as part of the SSD Validation and Test Automation team.
- Explored Jenkins pipeline plugins and converted existing matrix jobs into pipeline.
- Maintained and upgrade features of a tool to oversee and manage server inventory.

Software Engineer Intern **VSP Vision Care** May 2016 – August 2016

- Part of an Agile team, developed a workflow application using AngularJS and Node.js to manage 500,000 claims per year. The application reduced annual labor costs by \$75,000 per year by increasing uptime and improving multiple user availabilities.
- 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.

IT Technician **California State University, Sacramento** June 2015 – May 2017

- 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

Driving Simulator (Senior Project)

- In an Agile team of five, developed a virtual 3D world driving simulator using real time data to analyze traffic and drivers' behaviors – Oculus Rift, Leap Motion, Unreal Engine, C++, MariaDB.

Face Generation

- Implemented a generative adversarial network to generate new images of faces. Trained the network using 200,000 images – Python, Numpy, TensorFlow, Scikit-learn, AWS EC2.

Image Classification

- Implemented a convolutional neural network to identify 10 different objects from images – Python, Numpy, TensorFlow, AWS EC2.

UNIX Shell

- Programmed a simple shell that supports basic UNIX commands, I/O redirection, and background jobs – C.

Asteroids & 2048

- Programmed clones of 2048 and Asteroids games using list, dictionary and complex calculations – Python.

TECHNICAL SKILLS

Proficient in: Python, Java, C++, C, AngularJS, JavaScript, Node.js, HTML, CSS, Protractor, Cucumber, Karma
Experience in: REST API, Pytest, Groovy, Numpy, Tensorflow, Scikit-learn, AWS, SQL, Verilog
Applications: Eclipse IDE, Maven, GIT, Jenkins, JIRA, Visual Studio, Altiris