KHOI HOANG

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EDUCATION

California State University, Sacramento | May 2020
Master of Science - Computer Science. Concentration: Artificial Intelligence

California State University, Sacramento | GPA: 3.87
Bachelor of Science - Computer Science.

Select Coursework: Operating Systems, Artificial Intelligence, Networking, Database System, Computer Security.
Language: Python, Java, C++, C, JavaScript, Android, SQL, AngularJS, Swift, Groovy, Bash, MIPS.
Technologies: Git, Maven, Jenkins, Anaconda, Jupyter Notebook, Docker, AWS, Tensorflow, Altiris.

WORK EXPERIENCE

Micron Technology, Inc – Software Engineer Intern   May 2017 – Aug 2017
- Maintained the automation tools and test suites as part of the SSD Validation and Test Automation team.
- Explored Jenkins Pipeline plugin and converted existing matrix jobs into Pipeline format using Groovy.
- Maintained and upgraded features of a web-based tool to oversee and manage server inventory.
- Designed and developed an Android application to scan SSD's serial number and manage asset tracking.

VSP Vision Care – Software Engineer Intern   May 2016 – Aug 2016
- Part of an Agile team, designed and developed a workflow application using AngularJS and Node.js
- Developed 4 new HATEOS RESTful APIs using JBoss-Rest easy and JPA-Hibernate.
- Led team of 4 members in writing unit and end-to-end testing using Karma, Protractor, and Cucumber.
- ***The application served 500,000 claims per year and estimated to reduce annual labor costs by $75,000.***

California State University, Sacramento – IT Technician   Jun 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.

MESA, Cosumnes River College – Programming Tutor   Mar 2012 – May 2015
- Provided tutoring for students in all offered programming courses – Java, C++.
- Analyzed defects in students' code and explained debugging strategies.

Cosumnes River College – Academic Workshop Facilitator   Aug 2013 – Dec 2013
- Provided guidance to students taking the Electricity and Magnetism Physics class.
- Assisted professor in teaching class and devised advanced problems for students.

SELECT PROJECTS

Driving Simulator – Oculus Rift, Leap Motion, Unreal Engine
- Designed and developed a virtual reality driving simulator using real time data to capture, analyze traffic and drivers' behaviors in different environments and weather conditions.
- Features include eye tracking, hand movement, and custom map generator.

Face Generation – Python, Machine learning, Tensorflow, AWS
- Implemented a generative adversarial network to generate new faces based on trained data set.
- Implemented the network using Machine Learning algorithms and training techniques.

Board Game AI – Python, Artificial Intelligence.
- Designed and implemented an AI to play a chess-like board game using minimax algorithm, iterative deepening search, alpha-beta pruning, and killer move heuristic technique.

Asterois – Python, SimpleGUI, https://goo.gl/9MWyjv
- Developed the classic arcade space shooter game with upgraded graphics and background music.
- Implemented a combination of data structures and calculations to support ship movements and collisions.