

Khoi Hoang

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EXPERIENCE

- **California State University, Sacramento**, Sacramento, CA 09/2019 — Present
Graduate Research Assistant, U.S Environmental Protection Agency (EPA).
 - Collaborated with professors and multiple team members to design and develop a web application, utilizing real time data from multiple sources.
 - Worked on both the front end and back end, automated data collection, provided interfaces for data analysis and designed UI components.
- **Facebook**, Menlo Park, CA 05/2019 — 08/2019
Software Engineer Intern, Search Personalization & Contextual Relevance
 - Gathered, performed data analysis over millions records of data, automated the process to easily generate more data from different location signals.
 - Designed and developed algorithm to predict the location range of the documents, which is the missing feature in the search stack of Facebook. This new feature is expected to improve the retrieval and ranking search result.
 - Built visualization tool, helped engineer teams to view document locations and assisted with debugging process.
- **Micron Technology**, Folsom, CA 05/2017 — 08/2017
Software Engineer Intern, SSD Validation & Test Automation
 - Maintained the automation tools and test suites, converted existing matrix jobs into Pipeline Jenkins.
 - Maintained and upgrade 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**, Rancho Cordova, CA 05/2016 — 08/2016
Software Engineer Intern, Claim Processing Team
 - Developed 4 new HATEOS RESTful APIs using JBoss-Rest easy and JPA-Hibernate.
 - Led team of 4 in writing unit and end-to-end testing using Karma, Protractor, and Cucumber.
 - Designed and developed a workflow application using AngularJS and Node.js.
 - *The application served 500,000 claims annually and reduced annual labor costs by \$75,000.*
- **California State University, Sacramento**, Sacramento, CA 06/2015 — 05/2019
IT Technician
 - Managed networks and servers for 5 Academic Departments, assisted professors with technical problems.
 - Wrote scripts to automate network administration tasks and application deployments.

SELECT PROJECTS

- **VR Driving Simulator**: developed using real time data to capture, analyze traffic and drivers' behaviors
- **Board Game AI**: an AI to play chess-like board game featuring various search and heuristic algorithms.
- **Asteroids**: classic arcade space shooter game with upgraded graphics and background music.
- Various Machine Learning Projects such as Gender Prediction, Image Classification, Network Intrusion Detection, can be found on my [GitHub Page](#).

EDUCATION

- **California State University, Sacramento**
M.S in Computer Science – 05/2020
B.S. in Computer Science – GPA 3.87/4.0
Select Coursework: Artificial Intelligence, Machine Learning, Network Architecture, Database System.

TECHNICAL SKILLS

- **Languages**: Python, Java, Javascript, Angular, PHP/Hack, MySQL, Spring Boot, C++/C, Android, Presto.
- **Technologies**: Git, Tensorflow, Jupyter Notebook, Node.js, Maven, Jenkins, AWS, Altiris.