

Hoang Nguyen

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EDUCATION

BROWN UNIVERSITY

ScB IN COMPUTER SCIENCE

Expected May 2018 | Providence, RI

Cum. GPA: 3.67 / 4.0

Major GPA: 3.83 / 4.0

LINKS

Github: [/hlnatlast](#)

LinkedIn: [in/hlnatlast](#)

Twitter: [@hlnatlast](#)

Personal: <http://hlnatlast.me>

COURSEWORK

Design and Analysis of Algorithms

Modern Web Applications

Pattern Recognition & Machine Learning

Database Management Systems

Deep Learning

Computational Vision

Computational Biology

User Interfaces & Design

Monte Carlo Methods

Computer Systems Security

Statistical Inference

SKILLS

PROGRAMMING LANGUAGES

Working Knowledge:

Java • Python • JavaScript & jQuery •

Node.js • HTML&CSS • Matlab

Basic Knowledge

C • C++ • SQL

OTHER

Version Control

GitHub • Perforce

Build Env

Maven Apache • NPM • GNUMake

MVC Frameworks

Vue.js

Miscellaneous

Tensorflow

LANGUAGES

Fluent:

English • Vietnamese

Basic:

Mandarin • Spanish

EXPERIENCE

THE MATHWORKS | SUMMER 2017

Natick, MA

- Worked with the MATLAB External Interfaces and API Team in C++ and Javascript on the Restful Engine API, using the Connector Services RPC framework to allow users to start and interact with MATLAB sessions remotely.
- Designed the messaging interface and AVRO serialization scheme between the end-user and the MATLAB sessions.
- Fixed bugs and worked with legacy code to design and implement the Restful Engine API.
- Code will be used as a prototype for the team in future releases of MATLAB.

BROWN UNIVERSITY - SERRE LAB | SPRING 2017

Providence, RI

- Worked as a web developer with neuroscience PhD students on the Brown Automated Behavioral Annotation System (BABAS), a video annotation tool used to help dynamically label components for training a machine learning model.

BROWN UNIVERSITY - CS DEPT | SPRING 2017, SPRING 2018

Providence, RI

- Served as an Undergraduate Teaching Assistant (UTA) and a Head Teaching Assistant (HTA) for Brown University's CSCI 1320: Modern Web Applications taught by Prof Steven Reiss.
- Created and graded course assignments on HTML/CSS, JavaScript and jQuery, and NodeJS among other web technologies.
- Hired and managed a group of 10 other UTA's.
- Held office hours to assist students with programming assignments.

TWITTER | SUMMER 2016

San Francisco, CA

- Worked closely with Twitter engineers and developer advocates on Android using the mobile developer platform: Fabric.io.

BROWN UNIVERSITY - LEARNING EXCHANGE | FALL 2014

Providence, RI

- Coordinator and recruiter for the Brown University Learning Exchange Program, an outreach program designed to promote diversity and inclusion in STEM education.
- Led a team of other Brown University students to teach computer science to students in local middle school students in Providence.

PROJECTS

BLEND | EXPRESS - NODE.JS • JQUERY • MYSQL

blendproject.herokuapp.com

Worked in a team of four to develop Blend (Borrow and Lend), a web application that provides users with an intuitive, secure interface for borrowing and exchanging items.

MAPS | SPARK - JAVA • JQUERY • PYTHON

Mar 2016 – Apr 2016 | Providence, RI

Worked in a team of two to develop Maps, a rendition of Google Maps localized to Providence, RI. Features include autocorrected and suggested listings of addresses, shortest paths optimizations and A*, and nearest neighbor search.