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
Theory of Computation
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

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, allowing 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 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
Providence, RI
- Teaching assistant for Brown University's CSCI1320: Modern Web Applications taught by Prof Steven Reiss.
- Created and graded course assignments on HTML/CSS, vanilla Javascript and jQuery, and NodeJS among other web technologies.
- 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 2012 – May 2013 | Ithaca, NY
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.