

Hoaian Dang

hoaandang@berkeley.edu | hoaandang.github.io | github.com/hoaandang | (408) 636-8209

EDUCATION

UC BERKELEY | MAY 2021

BACHELORS OF SCIENCE IN
ELECTRICAL ENGINEERING AND
COMPUTER SCIENCE
GPA 3.7 | Minor in Global Poverty
and Practice | Certificate of
Entrepreneurship and
Technology

SKILLS

LANGUAGES

Java • JavaScript • HTML • CSS
Python • SQL • Scheme

TOOLS AND FRAMEWORKS

Node.js • React
React Native • Bootstrap
jQuery • Git

COURSEWORK

CURRENT COURSEWORK

COMPSCI 70 Discrete
Mathematics and
Probability Theory
EL ENG 16B Designing
Information Devices
and Systems II

PREVIOUS COURSEWORK

COMPSCI 61A Structure
and Interpretation of
Computer Programs
COMPSCI 61B Data
Structures
Discrete Mathematics and
Probability Theory
EL ENG 16A Designing
Information Devices
and Systems I

HONORS

Questbridge Scholar
O4U Tech Attendee

EXPERIENCE

CO-FOUNDER AND CTO | LEGALLY

July 2018 - Present | Lisbon, Portugal

- Designed, developed, and tested all current features for Legally's landing page and legal bot, all still currently in production
- Implementation in ReactJS (frontend) and Node.js (backend) using node and Heroku deployment
- Helped develop our subscription/pay-per-use business model hybrid, incorporating user feedback and market tests into the final product
- Performed user research and identified product-market fit for Legally's legal chatbot and incorporated feedback into development of our idea

EXTRACURRICULARS

ANOVA | CURRICULUM COMMITTEE MEMBER, QUALITY ASSURANCE HEAD

August 2017 - Present | UC Berkeley

- Regularly developing and adapting curriculum for 8 Title 1 school programs
- Annually creating a custom final project for each incoming class using Python turtle based on student interest and demand
- Developed 4 labs with Python turtle for students to learn and contextualize computer science concepts
- Incorporating feedback from students to optimize student learning and retention from 50% to 70% measured with custom okpy integration
- Attending stie weekly to teach computer science to low income students

VIRTUAL REALITY @ BERKELEY | IMMERSIVE REALITIES TEAM MEMBER

September 2018 - Present | UC Berkeley

- Working with a team of 6 other developers to create a VR project centered on having users interact with constellations to help them explore foreign environments on distant planets
- Creating concept art, story boards, and mood boards in Photoshop and Illustrator to direct our project creation process
- Incorporating animation and implementing hand motion response in Unity
- Using Maya and Renderman to create and texture 3D models

THE COFFEE PROJECT | HEAD OF TECHNOLOGY, FRONTEND DEVELOPER

January 2018 - Present | UC Berkeley

- Spearheaded the Coffee Project, a Berkeley Anti-Human Trafficking Coalition sponsored technology centered project to promote consumer support of Fair Trade and ethically sourced Coffee
- Leading a team of 5 software developers and designers to create the Coffee Project app in React Native
- Working closely with BAHTC to grow our network of Fair Trade coffee store partners