Hoaian Dang

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Education

UC Berkeley | May 2021
Electrical Engineering and Computer Science, BS | GPA 3.6
Minor in Global Poverty and Practice
Certificate of Entrepreneurship and Technology

Skills

Languages
Java, JavaScript, HTML5/CSS3, Python, SQL, C#, React, React Native, Node.js, Bootstrap, JQuery, Unity

Relevant Coursework

COMPSCI 170 Efficient Algorithms
COMPSCI 61C Machine Structures
COMPSCI 70 Discrete Mathematics and Probability
COMPSCI 61A Structure of Computer Programs
COMPSCI 61B Data Structures
EL ENG 16A/B Information Devices and Systems I

Honors

Big Ideas at Berkeley
1st Place Winner
Questbridge Scholar
O4U Tech Attendee
EIA Participant

Relevant Experience

Methodics | Software Engineer Intern

May 2019 - August 2019 | UC Berkeley

- Worked within an Angular JS codebase structure to implement new front-end features for the company
- Implemented Delete Button to trigger API endpoint
- Added Pie Chart functionality to existing Graph Widget
- Implemented a custom widget to add support for Microsoft Excel embedding into company product
- Performed quality assurance on newly implemented, untested features on both Public API and Client sides

Qloak | Co-founder and CTO

September 2018 - Present | UC Berkeley

Big Ideas at Berkeley 1st Place Winner

- Created a working prototype and MVP using React Native
- Created a landing page using React that is currently being hosted on Heroku under the domain qloakapp.com
- Working to incorporate a Node.js backend into prototype
- Performing user testing and human centered design to improve and iterate upon our prototype

Vice Chancellor's Office for Research | Web Team Member

September 2018 - May 2019 | UC Berkeley

- Worked on a team of 3 to create websites for 4 seperate school departments using Drupal 8, HTML5, and CSS3
- Performed content type creation, content migration, and website structure implementation

VR@Berkeley | Immersive Theatre Team Member

September 2018 - Present | UC Berkeley

- Working with a team of 4 other engineers to create an app to enhance the live-theatre experience using AR technology
- Implemented a demo codebast structue that integrated ARKit, ARCore, and Firebase in a way that allows users to listen to sound recodings mapped to certain images and allows them to map new sound recordings to those same images.