# Hoaian Dang

## **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

#### **Current Coursework**

COMPSCI 170 Efficient Algorithms COMPSCI 61C Machine Structures

#### **Previous Coursework**

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

Questbridge Scholar O4U Tech Attendee EIA Participant Out in Tech Fellow hoaiandang@berkeley.edu | (408) 636-8209 hoaiandang.github.io | github.com/hoaiandang

# Relevant Experience

#### **Qloak** | Co-founder and CTO

September 2018 - Present | UC Berkeley

Big Ideas at Berkeley Finalist

- Created a working prototype and MVP using React Native
- Working to create a landing page for launch using React
- 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 - Present | UC Berkeley

- Worked to create 4 websites using Drupal 8 and HTML5
- Works with content type creation, content migration from old sites to new sites, and implementing website structure.

## **Extracurriculars**

### 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
- Integrating ARKit, ARCore, and Firebase to allow users to listen to sound recodings mapped to certain images, and allow them to map new sound recordings to those same images.

# **ANova** | Head of Quality Assurance, Curriculum Commitee Member

August 2017 - December 2018 | UC Berkeley

- Regularly reviewed and adapted the curriculums of 8 seperate sites to ensure quality of education
- Developed 4 labs and projects with Python turtle for students to learn and contextualize computer science concepts
- Incorporated feedback from students to optimize student learning and retention