

Vinh Bao Huan Hoang

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<https://huanhoangvb.github.io/portfolio/>

SUMMARY

Passionate developer with a strong background in programming, specializing in languages including C#, Java, and Python. In the past three years, I have refined my software development skills through diverse projects, including web development using HTML, CSS, and Node.js, creating compilers, developing games with Unity using C#, and implementing neural networks with TensorFlow. During my internship at Daikin, I exhibited outstanding communication skills that led to my promotion to Software Engineer within three months. My expertise lies in crafting efficient and innovative solutions. Eager to contribute my programming prowess to a forward-thinking team and continue pushing the boundaries of technology. Let's code the future together!

EXPERIENCE

Software Engineer

Daikin

August 2023 – Current

Key responsibilities:

- Collaborate closely with the senior software engineer, electrical design manager, and in-house design team to deliver high-quality software solutions.
- Manage and prioritize weekly and monthly tasks under the guidance of the senior software engineer, ensuring timely completion of programming assignments.
- Utilize problem-solving skills to debug software efficiently, meeting client expectations and project deadlines.
- Contribute to the creation of software and hardware manuals for internal service department use.
- Apply electrical and electronics knowledge to support the development of custom PLC-focused applications using company design platforms.
- Diagnose technical issues in the field, providing effective solutions and support to service and design teams.

Achievements:

- Engineered a user-friendly application enabling seamless service bookings for Daikin customers.

- Contribute to key efforts including building out new product features, design & development of new microservices, and extending Daikin's platform to new countries and markets.
- Implemented agile methodologies that reduced software production cycles by 20%, resulting in faster delivery times for bespoke solutions and improved client satisfaction.
- Promoted to Software Engineer within just 3 months, showcasing exceptional technical and soft skills result in the successful completion of critical projects ahead of schedule.

DEMONSTRATOR

Queen Mary University of London

Sep 2022 - May 2023 (9 months)

Key responsibilities:

- Provided personalized support to students struggling with course material.
- Guided students through laboratory work and formative exercises
- Offered constructive feedback on individual student projects upon request.
- Marking coursework and in-class assessment tasks.
- Contributed to curriculum development discussions by providing feedback on common student challenges in coding and suggesting improvements to course content and instructional methods.
- Prepared computer lab environments, including setting up software development tools, virtual machines, and other resources necessary for hands-on learning and project development.

Achievements:

- Support over 100 students struggling with course material, resulting in a 20% improvement in their grades and overall understanding of the subject.
- Provided feedback on student projects, resulting in a 30% enhancement in submission quality and bolstering their confidence in tackling intricate subjects.
- Assisted in marking coursework and in-class assessment tasks for more than 300 students, ensuring fair and consistent grading while also providing valuable insights to help students improve their performance.

INTERN

Nexlab Technology

May 2022 – September 2022

Key responsibilities:

- Using Hasura for the development and implementation of GraphQL queries, ensuring seamless connectivity between users and the system.
- Contributed significantly to building the conceptual model of interaction, defining the dynamics between stakeholders and the system to enhance overall user experience.
- Collaborated closely with cross-functional teams to understand and incorporate specific requirements, aligning the mobile app's development with the clinic center's objectives.
- Engaged in iterative design processes to enhance the app's functionality, user interface, and overall performance.

- Actively participated in brainstorming sessions and discussions to address challenges and innovate solutions for optimal user engagement.
- Played a pivotal role as part of a dynamic team tasked with creating the first mobile app for the renowned clinic center.

Achievements:

- Implementation of over 50 GraphQL queries, ensuring seamless connectivity between users and the system. This effort led to a 23% boost in data retrieval efficiency, reducing server response times and improving user satisfaction.
- Successfully delivered a mobile app that increased service accessibility by 50%, as reflected in the doubling of user registrations and a significant uptick in patient interaction.

EDUCATION



Queen Mary University of London

Bachelor's Degree, Computer Science
Sep 2019 – July 2023

PROJECT

- Led a team of 5 in developing a sci-fi horror game using Unity C# that ranked 10 in the curriculum.
- Constructed a **neural network** using TensorFlow library achieving an 85.6% accuracy rate on the CIFAR-10 dataset.
- Created a **compiler** for **COOL** (Classroom Object-Oriented Language) using **Java** with a 92% pass rate on test cases.
- Guided a team of 4 in building a **Weather app** using NodeJS by implementing real-time weather data fetching from multiple **APIs**, integrating geolocation services for accurate location-based forecasts, and designing a responsive user interface optimized for web and mobile platforms.

SKILLS

- 2 years of hands-on experience in **prototyping, Unity, C#**, with 3 years background in **Java**.
- Strong background in computer science and algorithms.
- Experienced in game design and development.
- Proficient in **Power Point, MS Excel, Word, Python, SQL**

