

JEN HOANG

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EDUCATION

The University of California, Berkeley

B.A in Computer Science

Expected May 2022

Relevant Coursework

GPA: 3.49

Completed: Structure and Interpretation of Computer Programs, Data Structures, Designing Information Devices and Systems, Machine Structures

In Progress: Discrete Math and Probability, Computer Graphics and Imaging

SKILLS

Programming Languages: Proficient: Python, Java, C Experienced: HTML, CSS, JavaScript, TypeScript

Libraries and Frameworks: Numpy, JUnit Testing, React Native

Tools: IntelliJ, Airtable, Git, Jupyter Notebook

Design Adobe Creative Cloud (Photoshop, Lightroom, Illustrator), Autodesk Maya/Arnold, Pixar Renderman, Substance Painter

PROFESSIONAL EXPERIENCE

Software Developer, Tech Consulting

September 2019 - present

Blueprint: Tech for Social Good

- Work with a team of developers and designers to develop software pro-bono for nonprofit groups
- Build a mobile application that streamlines the on-boarding process of 1951 Coffee's refugee resettlement program (see Projects)
- Conduct user interviews with recently resettled refugees, using feedback to iteratively improve user experience
- Coordinate volunteer and community events as a Social Good Committee Member

Class Facilitator

August 2019 - present

UCBUGG (UC Berkeley Undergraduate Graphics Group)

- Teach students about digital design, 3D modeling, CAD tools, story creation, and animation
- Devise lecture plans, demos, and class content regarding the use of 3D and digital design software by Autodesk and Adobe

3D Modeling and Animation Project Director/Manager

September 2018 - present

UCBUGG (UC Berkeley Undergraduate Graphics Group)

- Create 3D animated shorts by sculpting 3D models, creating shaders and rigs, and animating and compositing videos
- Extensive use of design software, including Autodesk Maya/Arnold, and Adobe Photoshop/Substance Painter/After Effects
- Construct semester-long work timelines, delegate tasks, coordinate meetings, and write stories

PROJECTS

1951 Coffee Mobile Application | React Native, Typescript

December 2019

- Developed an iOS/Android application that aids refugees/asylees through job attainment and integration into the coffee industry
- Implemented features providing access to community messaging, job opportunities, upcoming events, and barista guides
- Constructed the initial UI components for three of five total screens using React Native
- Established data organization and information storage, such as User information and Message storage through Airtable
- Enabled offline access to information through usage of AsyncStorage for data storage over the device
- Transcribed the full MVP documentation for admin and user handoff

Mandelbrot Fractals | C

September 2019

- Created a program that produces fractal art, given an input of the dimensions and resolution of a desired image
- Implemented the Mandelbrot function to appropriately map pixel coordinates to RGB colors

Explorable World | Java

May 2019

- Designed and created a game-driven 2D tile-based world, holding 2 billion pseudo-randomly generated rooms
- Allowed users to save their progress and load the world as it was in the saved state later
- Enabled user interactivity through keyboard presses and String inputs

Web Mapping Application | Java

April 2019

- Converted user inputs regarding desired area and location into a map raster with support for scroll, zoom, and route-finding
- Stitched together appropriate selections from 40,000 map images, according to user zoom and pan
- Employed the A* Search algorithm to provide street directions that take the shortest path to desired locations
- Implemented an Autocomplete system, where a partial query string returns a list of locations where the prefix is the partial query