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HIEP CAN

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EDUCATION

University of Washington

B.S. Computer Science

Expected June 2018

Major GPA: 3.86/4.0

- Relevant Coursework: The Hardware/Software Interface; Data Structure and Parallelism; Introduction to Data Management; Programming Languages; Foundations of Computing I; System and Software Tools

WORK EXPERIENCE

Software Engineer Intern

PlayFab, Inc.

June 2016 – August 2016

- PlayFab offered a complete Backend as a Service (BaaS) to build, launch and grow live games.
- Implemented a framework to query against a real-time segmentation system using Elasticsearch. C#
- Built an Event History bar graph to present a visualization of a historical archive of events by aggregating data based on a search query using Elasticsearch and Highcharts API. C#, TypeScript
- Added additional properties to Player Profile by making multiple changes including updating SQL database, adding predicates for segmentation, and creating APIs that interacts with the properties. C#, SQL, TypeScript

Research Assistant

Defects4J – UW CSE Department

May 2015 – September 2015

- Defects4J is a database of existing faults that helps enable controlled testing studies for Java programs.
- Created a build analyzer to infer targets, dependencies, paths, and properties from 356 existing build files and from any future project build file for Defects4J to prevent manual effort. Java, XML
- Improved the Defects4J's usability and its fault-mining infrastructure by debugging its bug-mining process and providing autocomplete feature for Defects4J's commands. Bash

TECHNICAL PROJECTS

UW Course Planner Bot – DubHacks Hackathon (Top 6 out of 88 teams)

Fall 2016

- Developed a Messenger bot using Express, deployed on Heroku, and stored data on MongoDB and Firebase
- Scraped UW Catalog with Beautiful Soup and used API.AI's NLP to design conversations. Python, Node.js

Flicks – Independent Project (See github)

Fall 2015

- Built an iOS application that shows movies currently playing in theaters using The Movie Database. Swift

Unison News – DubHacks Hackathon (See github)

Fall 2015

- Created a Chrome Web App that enabled users to record themselves reading news articles and sent them to unison.news website for reading news to visually impaired people by using getUserMedia API. JavaScript

HONORS AND AWARDS

- **Microsoft College Code Competition (msft3c):** First Place Team in the coding competition held by Microsoft, out of 5 teams.
- **UW Quarterly Dean's List:** Awarded for having attained a quarterly GPA of 3.5 in the final grades for Autumn 2014, Winter 2015, and 2015 – 2016 academic year.

LANGUAGES AND TECHNOLOGIES

- **Languages:** Java (Proficient); C#; JavaScript; SQL; SML; Racket; Ruby
- **Tools:** Git; Linux; AWS; Vim Editor; Apache Ant; Visual Studio