

# Lam Hoang

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## Technical skills

**Programming Languages:** C, C++, CMake, Bash, Java, Python, Verilog, ARM Assembly, JavaScript, HTML

**Software Knowledge:** Microsoft Visual Studio, Qt Creator, Arduino IDE, ModelSim, Quartus II, Intel Monitor Program, JUnit, Valgrind, Bootstrap 4, Apache 2, Git, Mercurial, Microsoft Office Suite, Windows OS, Linux (Ubuntu)

**Hardware/Lab Knowledge:** Soldering, Logic designing, Bread-boarding, Operating lab equipment (Oscilloscope, Multimeter, etc.), Preparing & Presenting lab reports

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## Education

**University of British Columbia**

**September, 2016 – May, 2022**

***Bachelor of Applied Science - Computer Engineering***

Co-op: Completed 4/4 work terms

Key Computer Engineering Courses:

- Operating Systems (81% average)
  - Digital Systems Design (84% average)
  - Intermediate Algorithm Design and Analysis
  - Principle of Software Construction
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## Work Experience

**Avigilon (Motorola Solutions), Vancouver BC, Canada**

**May, 2021 – Sept, 2021**

***Firmware Developer Coop***

- Assisted senior developers with release services for H5A Rugged PTZ, H5A-PTZ camera lines
- Implemented new features on new firmware releases
- Contributed towards maintaining code base; debugging issues, escalations on legacy camera lines
- Assisted other teams on running unit tests, setting up prototypes and researching

**Avigilon (Motorola Solutions), Vancouver BC, Canada**

**Jan, 2020 – Dec, 2020**

***Firmware Developer Coop***

- Assisted senior developers on bringing up H4 Thermal Elevated Temperature Detection, H5 Pro camera lines
  - Implemented new features on new firmware releases
  - Contributed towards maintaining code base; debugging issues, escalations on legacy camera lines
  - Assisted other teams on running unit tests, setting up prototypes and researching
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## Technical Projects


**TetriBASS, University of British Columbia**



**June, 2020 - Present**

- Devised a Tetris web game using React and TypeScript
- Collaborated with two other colleagues in order to design the project's testing sequence, interface, functionalities and manage the workflow under an Agile environment

- Contributed on implementing the game's basic logic, interface and fixing bugs

**RC Car**, University of British Columbia 

**March, 2020**

- Personal project on implementing a low-budget version of a remote control car using Arduino. C/C++
- Implemented using Arduino Uno for main controller and ESP3266 wifi shield integrated with AT commands for remote control functionalities
- Devised remote control functionalities using TCP socket

**Brick Breaker Game**, FPT Telecom, IOT Department 

**August, 2019**

- Devised a simple game on a development kit running on ARM Cortex-M3 (STM32L)
- Implemented program using Qt Creator and Object-oriented C/C++ (GNU Arm Embedded Toolchain) based on Event-Driven Architecture
- Integrated the program into a written framework called Active Kernel
- Ensured program's stability by using Valgrind to carefully fix any memory leakage and inspected debugging logs to detect any long-running task that might enable fatal errors

**ARC4 Decryption**, University of British Columbia 

**June, 2019**

- Devised an ARC4 Decryption Circuit in SystemVerilog.
- Deployed and tested on a DE1-SoC board running on ARM Cortex-A9 using Quartus II 17.1
- Implemented the circuit strictly under Handshaking (Ready-enable) Microprotocol and using RAM blocks from Quartus II 17.1's on chip memory generation
- Ensured program's correctness using Intel Monitor Program to read system's HEX memory along with a self-written Python program to decode encrypted messages from HEX to ASCII
- Confirmed program's stability using self-written testbenches in SystemVerilog and ModemSim to inspect waveforms

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## Volunteer Work Experience

**FPT IOT Department (FPT Telecom)**, Ho Chi Minh City, Vietnam

**July, 2017 – August, 2017**

### *Intern*

- Worked with an instructor to understand more about embedded systems, object-oriented C/C++ programming and various applications/prototypes the company offers
- Designed two embedded games based on a provided framework called Active Kernel on an embedded development kit running on ARM Cortex-M3

**FPT Play (FPT Telecom)**, Ho Chi Minh City, Vietnam

**July, 2017 – August, 2017**

### *Movie Translator, Content Reviewer*

- Collaborated with Content Team of seven professional colleagues in the field of Communication and Media to manage the content of FPT Play's webpage
- Translated Vietnamese subtitles for various Asian movies and managed the Summary and Review sections of a Chinese TV series
- Updated and verified the live schedules of various TV shows that were running on FPT Play's webpage

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## Awards

<b>UBC 2020W Dean's Honour List</b>	2020
<b>UBC First Year Dean's Honour List</b>	2017
<b>Outstanding International Student Award</b>	2016