Nghia Hoang

Education

Purdue University West Lafayette, IN

BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND MATHEMATICS, GPA: 3.92/4.0

May 2024

• Relevant Coursework: OOP, Data structures, Algorithms, Computer Architecture, System Programming, Compiler, Machine Learning

Skills ___

Languages C, C++, Python, Java, Rust, Go, JavaScript, Scala, ARM Assembly, SQL Frameworks React, Express, AWS Dynamodb, PostgreSQL, MongoDB, Docker, JUnit

Experience _____

Genesys Indianapolis, IN (remote)

SOFTWARE ENGINEER INTERN

May 2022 - Aug 2022

- Designed and implemented a microservice to keep track of 500 phone numbers used in production for Genesys Cloud Voice team using Java (Spring) and AWS DynamoDB
- · Implemented a python script to eliminate fake numbers in current service saving 40% occupied space
- · Implemented a python script to support backward compatibility between services saving 15 hours of work
- Set up **Jenkins test pipeline** for Spring service and configured **Docker** images for it to run
- · Wrote integration tests and deployed the service to AWS platform using CloudFormation, Packer, Ansible
- Documented the service architecture and 20 API endpoints of the service and wrote performance report

Purdue University West Lafayette, IN Aug 2021 - Dec 2022

TEACHING ASSISTANT

• Held weekly office hours to assist students with data structure and algorithm topics · Prepared and graded programming, written assignments for 100+ students, and answered questions on Piazza

NTN HCMC, Vietnam

SOFTWARE ENGINEER INTERN

May 2021 - Aug 2021

- Developed an e-commerce website that serves as the online shopping platform for the company using React.is for the frontend and Node.js/Express.js for the backend
- · Implemented exporting data from database to CSV files feature used by company's accountants
- · Utilized Google Maps API to display a list of stores to assist customers in finding the best fit location
- · Automated newsletter sending to 500+ subscribed customers via email/text message process, saving 10 hours of work per week

Projects

Java Subset Compiler

- · Wrote a compiler from a subset of Java programming language to ARM Assembly utilizing LR(1) machine
- Technologies: C/C++

- Developed a UNIX shell supporting advanced features including line editing, history list, and path completion
- Technologies: C++, Lex, Yacc

Scribble It

- Designed and implemented a real-time drawing game web application
- Implemented important game features including shared drawing canvas, drawing toolbar, real-time scoreboard, chat box, scoring system, game timing system and customized words pool
- Technologies: HTML/CSS/JavaScript, Node, Express, Socket.IO

Graphing

- Developed a web application to visualize directed/undirected, weighted/unweighted graphs
- · Implemented feature that transforms commands into DOT language strings allowing users to save/share graphs
- · Technologies: HTML/CSS/JavaScript, d3-graphviz