Nghia Hoang

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Education

Purdue University

Sep 2020 - May 2024 (expected)

Bachelor of Science, double major in Computer Science and Mathematics

- GPA: 3.92/4.0
- Relevant Coursework: OOP, Data Structures, Algorithms, Web Development, Computer Architecture, System Programming, Compiler, Machine Learning, Software Testing, Competitive Programming

Skills

Languages: C/C++, Java, JavaScript, Python, HTML/CSS, Scala, Ruby, SQL

Technologies: Node.js, React.js, MongoDB, MySQL, Git, Docker, AWS DynamoDB, AWS CloudFormation

Experience

Genesys / 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 Dept. of Computer Science / Teaching Assistant

Aug 2021 - Present

- 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 / Software Engineer Intern
 May 2021 Aug 2021
- Developed an e-commerce website that serves as the online shopping platform for the company using **React.js** 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
- ullet Automated newsletter sending to 500+ subscribed customers via email/text message process, saving up to 10 hours of work per week

Projects

Shell C++, Lex, Yacc

- Developed a UNIX shell supporting advanced features including line editing, history list, and path completion
 Scribble It
 HTML/CSS/JavaScript, Node.js, Express.js, Socket.IO
- Designed and implemented a real-time drawing game web application
- Implemented features including shared drawing canvas, drawing toolbar, real-time scoreboard, chat box, scoring system, game timing system and customized words pool

Graphing

HTML/CSS/JavaScript, d3-graphviz

- 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
 HTML Parser
- Developed a program parsing text and metadata of HTML file into text file
- Implemented basic data aggregating features including word count and syntax error detecting