# Tom Hoang

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## EDUCATION

**University of Massachusetts Boston** | Boston, MA                                                    May 2025
*Bachelor of Science in Computer Science*
- Relevant Courses: Advanced programming in C, Data Structure and Algorithm, Discrete Mathematics, Linear Algebra
- Extracurricular Activities: UMB Computer Science Club, Boston Red Lobster Soccer Team, Esports Club
- Achievement & Awards: 2nd place HackUMB 2023

## PROFESSIONAL EXPERIENCE

**Aigu LLC**                                                                                      August 2023 - Present
*Co-Founder, CTO*
- Establish and implement a customer-to-customer apparel app providing users with a seamless, reliable, and efficient selling and shipping experience
- Collaborate closely with Napas, a leading payment solutions provider to strategically plan, design, and meticulously construct a streamlined and highly efficient payment process tailored to enhance the overall customer experience
- Lead a team of 2 junior developers and provided them guidance on React JS, TypeScript, git

**Savvycom Software**                                                                            June 2023 - August 2023
*Software Engineer Intern*
- Worked in a team as a backend developer to create a Web3 application for online courses using NestJS
- Supported and participated in all software development life cycle phases, including requirement analysis, design, implementation, and integration
- Proficiently employed an extensive array of software languages, including Python, NodeJS, TypeScript, and Java

**University of Massachusetts Boston**                                                           August 2021 - June 2022
*Project Manager Intern*
- Collaborated closely with the professor to meticulously guide and support the development of 5 fundamental Python projects for the course introduction to Python
- Demonstrated a high level of proficiency in Python by strategically applying 3 distinct and advanced Python concepts to optimize the functionality and performance of linked list algorithms in 2 separate projects.

## TECHNICAL PROJECTS

**Movie Recommender**                                                                             September 2023
*Python, Streamlit, Scikit*
- Led developer in a team of 3 to design and implement machine-learning algorithm to recommend movies based on user interest
- Improved platform accuracy by 30% through the implementation of advanced machine-learning models
- Awarded 2nd place and "Best Use of AI In Entertainment" at HackUMB 2023

**8-puzzle Game**                                                                                       May 2022
*Java, Jetbrains, VS Code, IntelliJ*
- Designed a 3-by-3 grid with 8 square blocks using the A* search algorithm within a 1-month timeframe
- Employed advanced problem-solving techniques, including the inverse algorithm to assess and determine the solvability of complex board configurations

## SKILLS & INTERESTS

**Programming Skills:** Python, Java, C, Unix/Linux, HTML, TypeScript, JavaScript, Golang
**Developer Tools:** GitHub, JetBrains/IntelliJ/Pycharm, VS Code, MySQL, Microsft SQL Server, NodeJS
**Interests & Hobbies:** Esports, Soccer, Basketball, Board Games, Food, Traveling, Custom Keyboard