Tu Timmy Hoang

(781) 308-6263 | hoangt@bu.edu

EDUCATION

Boston University - Boston, Massachusetts — Expected MAY 2018

B.S in Computer Engineering

GPA 3.50/4.00

Dean's List: SPRING 2017

Relevant Coursework: Applied Algorithms, Software Design, Intro to Software Engineering, Microprocessors, Fundamentals of Computing Systems, Computer Organization, Probability Theory

SKILLS

- **Languages:** Python, C, C++, HTML5, CSS3, LabVIEW
- **Frameworks:** Flask, Express, Angular5, Node.js
- **Other:** Git, Agile/Scrum

EXPERIENCE

Perseus Mirrors - Boston, Massachusetts — JUNE - AUG 2017

Software Development Intern

- Responsible for creating a web application in Python, Flask, HTML, and CSS that interacted with a smart mirror.
- Developed and designed a secure user register page, login page and admin portal page for users to gain access to content.
- Stored user credentials and information using MySQL.
- Built a RESTful API for a webpage where widgets were dragged and dropped from a sidebar to a specific area and those changes would directly reflect onto the mirror.
- Practiced Agile and Scrum in weekly sprints in a small startup environment to discuss progress and setbacks.
- Utilized Git for version control and as a means of working independently from team members.

Andersson Lab | Boston University - Boston, Massachusetts — JAN 2016 – MAY 2017

Undergraduate Research Assistant

- Worked with a High Speed Atomic Force Microscope (AFM) to scan DNA samples.
- Implemented a novel scanning method, in LabVIEW, that the research group developed.
- Helped to implement a method that greatly reduces the necessary scanning time of DNA samples by only requiring to scan over 10% of the original sample to reconstruct an image of it.

PROJECTS

Senti-Tweet — SEP – DEC 2017

- Developed a web application in the MEAN stack that took a search for a twitter user and performed a sentiment analysis on the twitter user's tweets.
- Implemented Twitter's REST API to retrieve a public user's information/tweets and applied Indico.io's API on the incoming data for sentiment analysis.

Microprocessors, *Wireless Car* — SEP - DEC 2016

- Created a small wireless car using a MSP432, Bluetooth modules, and a joystick.
- Utilized a UART serial communication to send data from the joystick to the car with Bluetooth modules.
- Used an Analog to Digital converter to convert the x and y locations of the joystick to correspond to the car's movements.

Intro to Software Engineering, *Rocketship Game* — JAN - MAY 2016

- Produced the program in C++ using the SFML library for graphics. Utilized OOP concepts to implement game objects and to also change how the objects differ from level to level.
- Created the game objects, drew the objects to the screen, handled collision of objects, and designed of different screens.