Alexander Hoang

San Jose, CA — Davis, CA

University of California, Davis

Bachelor of Science in Computer Science, Minor in Technology Management GPA: 3.55

Relevant Coursework: Object Orientated Programming, Web Programming, Data Structures, Discrete Math, Algorithm Design and Analysis, Probability and Statistics, Bio-Informatics, Combinatorics, Computer Architecture, Machine Dependent Programming, Computer Vision, Operating Systems

In Progress: Machine Learning, Programming Languages, HCI, Computer Networks, AI, and Computer Security

Technical Skills

Programming Languages: Python, C++, C#, C, Kotlin, HTML/CSS, JavaScript, SQL/SQLite, RISC-V Assembly, System Verilog, x86 Assembly, LaTeX, R, Perl

Developer Tools: Git, Flask, Plotly Dash, ReactJS, Node.js, Express.js, ModelSim, Quartus 2, Azure Studio, Visual Studio **Knowledge of**: Object Orientated Programming, Android Development, Full Stack Development, Web Development **Personal**: Excellent in Leadership, Cross-Functional Collaboration, and Problem-Solving. Strong Communication and Interpersonal Skills, Passionate, Self-Motivated, Organized, and Adaptive Learner

Work Experience

Software Engineer Intern

Intel Corporation

- Worked on the **Power Performance and Analytic** team and collaborated cross functionally with the **Low Power Graphics** team to build software to help **analyze** and **optimize GPU performance**
- Implemented a new dynamic dashboard for the LPG team, enabling seamless management, import, export, and visualization of numerous datasets from GPU outputs. Achieved 300% improvement in work efficiency
- Designed a streamline workflow to optimize database queries and processing times, now integrated across the entire development platform enabling the LPG team to seamlessly interact with data
- Utilized azure studio to monitor and test database queries before migrating code to production server
- Developed multiple API endpoints in C# to format and process table schemas of various datasets

Software Engineer

Homeroom

- Collaboratively created a educational tool with endorsement features for teachers to effectively answer questions and allow students to reference, reducing redundancy. Incorporated and used in local high schools
- Implemented user authentication by encrypting high risk and important user data to safely store in Firebase
- Utilized DynamoDB to store classroom data for our user base of 40 students and teachers to reference

Lead Software Engineer

CodeLab

- Lead team of engineers/designers to produce full-stack web tools to save prospective user data for startup clients
- Designed and implemented multiple workflows and curated unique outcomes for customers based on their input
- + Employed different frameworks/libraries to keep prospective users attentive, increasing user traction by 10%

Projects

User Thread Library $\mid C$

- User-level thread library for linux that provides an interface to simulate multi-threading.
- Implemented User-Thread, Semaphore, and Preemption API's to allow users to create, run, and process threads concurrently in a round-robin fashion while limiting the number of threads that are allowed to run concurrently
- Installed a **virtual timer** to **interrupt** and prevent the current thread from **starving other** threads by **yielding**

Discord Bot: Calorie Tracker | JavaScript, SQLite, Node.js github.com/AlexHoangs/DiscordCalorieTracker

- Created a **personalized user interactive bot** to handle **commands** and keep track of user's calorie count.
- Utilized **SQLite** to store **parsed** user inputted data and keep track of what days their calorie goals were met.
- Implemented **commands** to allow user to input/view list of food/calories consumed throughout the day.

TikTok Ranker | Node.js, SQLite, CSS, HTML https://github.com/AlexHoangs/TikTok-Ranker

- Produced user interactive web app game for 300+ people to play and vote for their favorite video
- $\bullet \ {\rm Enabled} \ {\rm users} \ {\rm to} \ {\rm upload} \ {\bf 8} \ {\bf personalized} \ {\rm videos} \ {\rm and} \ {\bf employed} \ {\bf SQLite} \ {\rm to} \ {\rm store} \ {\rm videos} \ {\rm and} \ {\bf permit} \ {\bf addition/removal} \ {\bf addition/remov$
- Employed Node.js and Express.js API to function as backend of server to get/request data with JSON objects

January 2023 – June 2023

June 2023 – Present

Davis, CA

Private Repo

Remote

June 2023 – September 2023

Expected: June 2024

Santa Clara, CA