

# Huy Hoang

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## EDUCATION

### University of Florida

Bachelor of Science in Computer Engineering | GPA: 3.88/4.0

Expected Graduation: Dec 2027

Gainesville, FL

## TECHNICAL SKILLS AND CERTIFICATIONS

**Languages:** Python, Shell, C++, Java, SQL, Go, TypeScript, JavaScript, Groovy Script

**Frameworks:** LangChain, React Native, React, Node.js, Flask, Spring, FastAPI

**Developer Tools:** Git, Docker, Kubernetes, AWS, Terraform, Jenkins, MongoDB, DynamoDB

**Libraries:** TensorFlow, PyTorch, OpenCV, COLMAP, pandas, NumPy, Matplotlib

**Certifications:** NVIDIA Fundamentals of Deep Learning

## EXPERIENCE

### Software Engineering Intern

May 2026 – Aug. 2026

Uber (Incoming)

- Incoming for the Summer 2026 Software Engineering internship

### Machine Learning Research Assistant

Sep. 2024 – Present

University of Florida – Agriculture Precision Lab

- Elevated feature match reliability in dense foliage using GPU-accelerated models, improving multi-view tracking stability
- Consolidated per-frame COLMAP reconstructions into a clean field-scale model to improve alignment and downstream analysis
- Densified canopy point clouds with monocular depth, improving completeness to over 90% for accurate volume calculation

### Software Engineer Intern

May 2025 – Aug. 2025

FPT Corporation

- Integrated 120+ services using WSO2 on Kubernetes, reducing cross-service failures by 20% and improving system reliability
- Architected Java WSO2 handlers for encryption/decryption, reducing overhead and improving gateway throughput by 25%
- Engineered Java REST APIs with WSO2 APIM mediation and policies, improving request accuracy to 98% and reduce rework

### Software Engineering Fellow

Feb. 2025 – Aug. 2025

Uber

- Selected for Uber Career Prep Fellowship with a 2.3% acceptance rate by demonstrating data structures and algorithm skills
- Accelerated algorithmic proficiency by working with Uber engineers 1:1 to solve 70+ technical interview problems

### Site Reliability Engineer Intern

May 2024 – Aug. 2024

FPT Information System

- Automated distributed cloud infrastructure on AWS EKS with Terraform + GitOps, boosting provisioning efficiency by 30%
- Built CI/CD with Jenkins + Docker, enabling version rollbacks and cutting deployment time by 90% across 3 environments
- Deployed Prometheus monitoring, reducing crash rate by 30% and improving bug detection speed by 40% via real-time alerts
- Programmed a Bash script to standardize configs across 20+ AWS EC2 instances, reducing setup time from 2 hrs to 15 min

### Teaching Assistant

Aug. 2024 – Present

University of Florida (Computer Organization & Fundamentals Programming 2)

- Led mini-lectures and structured office hours for 50+ students; section grades averaged 15% higher than other section

## PROJECTS

### Horus' Eyes (SwampHacks Hackathon) | Terraform, AWS, OpenCV, YOLOv8, Flask, Docker

- Won 1st place for Best Use of Terraform by automating infrastructure setup and AI/ML model management
- Built an AI assistive tool with YOLOv8 + DPT to detect objects/text, enabling real-time support for visually impaired users
- Integrated Flask + AWS Bedrock for Text-to-Speech on EC2, delivering low-latency audio alerts to enhance accessibility

### Search and Rescue AI (ShellHacks Hackathon) | React Native, FastAPI, DynamoDB, S3, Docker

- Implemented a React Native app enabling voice incident reports with automatic GPS capture for first responders
- Constructed a speech-to-summary pipeline powered by GPT + OpenAI Whisper to generate concise status updates for users
- Published a RESTful API using FastAPI backend with DynamoDB and S3 from AWS Cloud to support real-time tracking

### AWS Bedrock Chatbot | LangChain, AWS Bedrock, Python, FastAPI, Docker

- Developed a generative AI chatbot with LangChain + Bedrock with session memory for context carry-over conversation
- Improved conversation flow and user engagement by 50% through lightweight memory and state management

## LEADERSHIPS

### Software Team Lead | Society of Asian Scientists and Engineers (SASE) Engineering Team Sep. 2023 – April 2024

- Led a software team to fine-tune and train audio model on custom datasets, improving scream audio detection accuracy
- Developed a Python program to localize audio sources by comparing arrival times across multiple microphones