

Lehuy Hoang

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EDUCATION

University of California, Berkeley
Bachelor of Arts, Computer Science

Expected May 2027
Berkeley, CA

WORK EXPERIENCE

Palantir Technologies

May 2026 – Aug. 2026

Software Engineer Intern

Palo Alto, CA

- Built an API using TypeScript, JavaScript, and Node.js to enable floating windows across 15+ applications in Palantir's desktop client, allowing users to overlay multiple apps for complex data analysis workflows.
- Developed a cross-platform navigation feature using React, HTML, CSS, and JavaScript to let apps draw attention to another app's tab or frame, bringing existing desktop functionality to a user's browser workflows.
- Drove projects from loosely defined requirements to delivery by scoping implementation, authoring API design documents, and leading reviews with engineers and designers to resolve tradeoffs and incorporate feedback.

Corsair

May 2025 – May 2026

Software Engineer Intern

Milpitas, CA

- Developed reusable React components and Contentful schemas to replace complex CMS blocks with simpler, composable building blocks, helping marketing producers reduce product page turnaround time by 30%.
- Built an internal AI agent using TypeScript, Node.js, and OpenAI to locate website copy across Contentful and the codebase and automatically draft CMS updates for approval, reducing manual searches for the web team.
- Implemented reusable data fetching with Next.js to replace hardcoded product details with regional pricing, localized content, and promotions from Shopify and Contentful, contributing to a 50% drop in bounce rate.

StudyKit

Aug. 2023 – Present

Founder & Software Engineer

Pleasanton, CA

- Led a 3-person development team to build web and mobile study apps using Nuxt, Vue, and TypeScript, serving 100,000+ students with interactive flashcards, quizzes, AI-generated practice questions, and AI tutoring.
- Reduced onboarding churn by 50% using PostHog to identify drop-offs and redesign onboarding around students' study goals, guiding them directly into flashcards, notes, or tests to shorten time to first use.
- Resolved typing delays in math-heavy notes by reproducing user reports, profiling the editor, and patching its math plugin to reuse DOM elements, reducing per-keystroke latency from seconds to milliseconds.

PROJECTS

VRChat Website Redesign - Client Work

May 2025

Stack: TypeScript, JavaScript, React, Next.js, Node.js, HTML, CSS, Tailwind CSS, shadcn/ui, Motion, Payload CMS

- Created dashboard and world discovery pages using React, Next.js, and Motion, translating Figma designs into a frontend prototype with browsable world listings and animated transitions, delivered to VRChat's team.
- Deployed a development environment with a mock API and Payload CMS seeded with existing blog content, enabling a 5-person development team to build frontend features before integration with VRChat's backend.
- Implemented VRChat's foundational React component library using TypeScript and Tailwind CSS, adapting shadcn/ui with designers to translate their new design system into reusable components for the team.

VoidOne - Web Hosting Platform

Oct. 2024

Stack: Go, TypeScript, JavaScript, React, Next.js, Node.js, HTML, CSS, Tailwind CSS, AWS

- Created a deployment dashboard and Node.js CLI using TypeScript, React, and Next.js, allowing developers to manage hosting projects in the browser or publish websites with `npx voidone deploy`.
- Implemented a Go reverse proxy with Cloudflare wildcard DNS to serve uploaded websites from AWS S3 under project subdomains, enabling deployment in under 30 seconds without manual server configuration.