Lehuy Hoang

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PROJECTS

StudyKit - Study Tools for Students **Aug. 2023 – Present**

Stack: TypeScript (Vue 3+Nuxt+Node.js); HTML; CSS (Tailwind); SQL (Postgres); Python (FastAPI)

- Designed and implemented a progressive web app with Vue and Postgres that helps 60,000+ students study with LLM-powered features.
- Debugged and analyzed system performance by scaling backend infrastructure to support 88,000+ decks through implementing database indexing using profiling tools like pg_stat_monitor to analyze query bottlenecks.
- Decreased onboarding churn by 50% by integrating PostHog analytics to identify user-interface improvements.
- Increased revenue by 20% month-over-month by integrating a data-driven product iteration approach based on customer feedback.

VoidOne - Web Hosting Platform **Oct. 2024**

Stack: Golang; TypeScript/JavaScript (React+Next.js+Node.js); HTML; CSS (Tailwind); AWS (S3)

- Designed a web hosting platform for developers to deploy production-ready websites in under 30 seconds.
- Developed an API in Go to integrate cloud storage, CDN, and SSL for automating website deployments and save developers 1+ hour(s) on server configurations.
- Implemented a CLI in Node.js for instant previews and one-command deployments (npx voidone deploy), reducing deployment time from 15+ minutes to under 1 minute.

Transfer Helper - Web Application **Jun. 2024**

Stack: TypeScript/JavaScript (React+Next.js+Node.js); HTML; CSS (Tailwind)

- Reduced college transfer planning times by 90% by building a planning website for community college students.
- Created a novel algorithm to find optimal course pathways by analyzing 250,000+ transfer agreements.
- Developed web scraping program in Node.js to download and serve 35GB+ in transfer agreement files.

Realtime Multiplayer Game **Oct. 2022**

Stack: TypeScript/JavaScript (Vue 3+Node.js+Express.js); HTML; CSS (Tailwind); WebSockets

- Architected and networked both client and server API of a real-time multiplayer game, supporting up to 100 concurrent players with less than 50ms latency.
- Implemented a server-side physics engine, ensuring 99.9% consistent gameplay for all players.

EDUCATION

Las Positas College **Expected May 2027**

Bachelor of Science, Computer Science *Livermore, CA*

- **GPA: 4.0**; Honors Scholar
- Relevant Coursework: Java Programming, Algorithms and Data Structures, Assembly Programming.
- Community college student pursuing a Bachelor's of Science degree in Computer Science via transfer.

WORK EXPERIENCE

Hackingtons Code School **May 2022 – Present**

Computer Science Instructor *Dublin, CA*

- Taught computer science fundamentals, HTML, CSS, JavaScript, Python, Unity to students aged 8-15.
- Maintained 5-star rating by personalizing lesson plans based on individual student interests and learning styles.

SKILLS

- **Languages:** Typescript/Javascript; HTML/CSS; Python; Golang; Java; SQL; C++; x86 Assembly
- **Frameworks:** React; Next.js; Vue; Nuxt; FastAPI; Flask; Express.js
- **Tools**: Git; Github; Vitest; Jest; PostgreSQL; SQLite