

Christopher Huynh

COMPUTER ENGINEERING · 2ND YEAR STUDENT

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Skills

Languages: C, C++, Python, Java, HTML, CSS, JavaScript, SQL, Bash, MATLAB, ARM

Libraries/Framework: Android SDK, Arduino, Boost, NodeJS, JQuery, Selenium WebDriver, TestNG

Tools: Git, Docker, CMake, Eclipse, IntelliJ, Visual Studio Code

Work Experience

Veyo

San Diego, USA

DATA SCIENTIST

May. 2017 - Aug. 2017

- Built Python framework that integrates Keras and Hyperopt to automate the process of building neural networks, optimizing hyperparameters, and model training.
- Improved accuracy of predicting driver availability by using the new framework to build an optimized long short-term memory (LSTM) neural network.
- Worked with software engineers to build a C++/Python wrapper to use Open Source Routing Machine (OSRM) for routing program which solves the Vehicle Routing Problem

D+H

Mississauga, Canada

SOFTWARE DEVELOPER

Sept. 2016 - Dec. 2016

- Increased efficiency and quality of development process by using Selenium WebDriver and TestNG to create a testing library for targeted web apps.
- New library improved development cycle by automating more than 50% of tasks that were done manually in the previous testing environment.

i3 International

Scarborough, Canada

HARDWARE ENGINEERING ASSISTANT

Jan. 2015 - Apr. 2015

- Assisted lead hardware engineer in the design of a new server chassis.
- Improved accuracy of camera's human recognition functionalities via manual testing and debugging.

Projects

PyOSRM: Python package that uses Open Source Routing Machine's (OSRM) backend library with Boost-Python to allow users to make Python programs that can perform fast routing calculations.

Path: Android app that uses Google Maps, Directions and Geocoding APIs to help users mark locations they wish to visit and the order in which to visit them to minimize traveling time.

Toronto's Mood: NodeJS web app that implements Twitter API to fetch top trends of Toronto and runs Sentiment analysis from Google Cloud's Natural Language API to determine the mood of the city's society.

VR Pac-man: Used Unity C# paired with Maya to create a Virtual Reality video game that places the user in the view of a ghost in the Pac-man universe with the goal of chasing down Pac-man.

Education

University of Waterloo

Waterloo, Canada

BACHELOR OF APPLIED SCIENCE (BASC), MAJOR IN COMPUTER ENGINEERING

Sep. 2015 - Exp. Apr. 2020

- Courses in Algorithms and Data Structures, Operating Systems and Systems Programming, and Embedded Systems and Microprocessors.

Extracurricular Activities

Interests: Soccer, Basketball, Tennis, Volleyball, Table Tennis, Poker, Puzzles, Video Games, Foosball, Machine Learning, IoT