Christopher **Huynh**

Computer Engineering · 2nd Year Student

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Skills

Languages: C, C++, Python, Java, MATLAB, HTML, CSS, JavaScript, SQL, Bash
Libraries/Framework: Android SDK, Arduino, Boost, NodeJS, JQuery, Selenium WebDriver, TestNG
Tools: Git, Docker, CMake

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 applying framework to build 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 then 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

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.
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.
Toronto's Mood: NodeJS web app that 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 is 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