

CHRIS HUYNH



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github.com/CHuynh97

Technical Skills

Proficient:

- Java
- C++
- Android SDK
- Selenium WebDriver
- TestNG
- Eclipse, IntelliJ

Familiar:

- Python
- JavaScript, jQuery
- Arduino
- SQL, SQLite3
- Git

Work Experience

D+H

Sept. 2016 – Dec. 2016

Increased development efficiency and quality by participating in the development of a new environment for targeted web apps that implements newer and better technologies than the previous.

i³ International

Jan. 2016 – Apr. 2016

Assistant to lead Hardware Engineer. Main projects include assisting in design of new server chassis, and manual testing camera performance with integrated CNN for object detection.

Projects

Path

Nov. 2016

Implementing Google Maps, GeoCoding and Directions APIs allows users minimize time travelling to multiple locations via public transit by determining the optimal order of locations to travel to. Implementing shortest-path algorithms, and best Object-Oriented and Android development practices.

PacMan VR

May 2016

This Google VR mobile game takes a twist on the arcade classic as the user plays as a ghost in the PacMan universe trying to catch PacMan.

Education

University of Waterloo - BAsC, Computer Engineering, 2015-present

Activities & Interests

Soccer, basketball, volleyball, tennis, ping pong, foosball god, Rubik's cubes, Sudoku, Super Smash Bros. Melee