

James Huynh

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EDUCATION

University of Toronto - St. George

Honours Bachelor of Science, Computer Science

Sep 2016 – Present

Toronto, ON

COMPETITIONS

Educational Computing Organization of Ontario Programming Contest

- Placed **Top 3** among school board (DPCDSB) and advanced to regionals in both years with a team of 4 students
- Used **Python** and **Java** to solve 4 challenging problems within 3 hours
- Developed better communication skills by coordinating with the team

Apr 2015 | 2016

Toronto, ON

GameMaker Competition • Lead Programmer

Mansion Buster, a nightmare-themed top-down shooter

- Coordinated implementation of the game with 5 team members
- Implemented mechanics like player abilities with GameMaker engine
- Game was recognized for unique design and enemy mechanics

Sep – Dec 2015

Mississauga, ON

PROJECTS

Interactive Treemap Visualizer

- Implemented a geometric tree visualisation algorithm using **Python**
- Designed to interact with real-world data such as the World Bank API
- Involved debugging contents of dictionaries obtained in JSON format

Nov – Dec 2016

Toronto, ON

Patient Priority Heap

- Designed a heap data structure with **Java** to prioritize patients based on their physical and mental conditions

May 2015

Mississauga, ON

Student Database Analysis

- Utilized **Java** to run search and sorting methods on +2000 student profiles
- Analyzed efficiency of sorting algorithms, such as bubble and selection sort

Apr – May 2015

Mississauga, ON

VOLUNTEER EXPERIENCE

Hour of Code • Activity Attendant

- Moderated the annual coding event with introductory programming activities to raise students' interest in coding

Dec 2014 | 2015

Mississauga, ON

Aspiring Young Doctors Xavier • Booth Coordinator

- Raised awareness of various diseases, such as Ebola, heart disease, and stroke, by arranging events and booths

Sep 2014 – Jun 2015

Mississauga, ON

SKILLS

Proficient with: **Python, Java**

Familiar with: **C, HTML/CSS/JS, PostgreSQL, Git, LaTeX**