James Huynh

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Proficient with: Python, Java

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EDUCATION

University of Toronto - St. George Honours Bachelor of Science, Computer Science	Sep 2016 – Present Toronto, 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
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
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	

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