## James Huynh

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## Education

**University of Toronto** Sep 2016 – Present Honours Bachelor of Science, Computer Science Toronto, ON **Experience Embedded Software Designer at ExtentCom** May – Aug 2018 • Developed command-line interfaces, scripts, and cryptosystems for wireless Richmond Hill, ON communication tools using C and Perl • Implemented network error checks and crypto algorithms like CRC and RSA for reliable communication across wireless devices Contributed to tools like radios, power meters, switches, and storage prototypes **Projects Steam Badge Aggregator** Jul 2018 • Developed a web app that collects prices of video games compared with trading Toronto, ON cards distributed by Steam, a PC gaming platform, using their store API • Implemented a data scraper with Python and the front-end with vanilla JS • Designed for Steam trading card hobbyists to gauge various game prices **Interactive Treemap Visualizer** Nov – Dec 2016 • Implemented a geometric tree visualisation algorithm using Python Toronto, ON • Designed to interact with real-world data in **JSON** such as the World Bank API Competitions **Educational Computing Organization of Ontario Contest** Apr 2015 | 2016 • Placed Top 3 among school board (DPCDSB) and advanced to regionals in both Toronto, ON years with a team of 4 students • Used **Python** and **Java** to solve 4 challenging coding problems within 3 hours Improved communication skills by working under constraints within the team **GameMaker Competition** Sep – Dec 2015 Mansion Buster, a nightmare-themed top-down shooter Mississauga, ON • Implemented game mechanics like player abilities using the GameMaker engine

## Volunteering

Hour of Code
 Moderated the annual coding event with introductory programming activities to raise students' interest in coding

Dec 2014 | 2015
Mississauga, ON

## Skills

Proficient with: **Python**, **Java**, **C** Familiar with: **HTML/CSS**, **JS**, **Perl**, **PostgreSQL**, **Git** 

Designed levels and helped manage a team of 5 during the school term
Game was recognized for unique puzzle design and enemy mechanics