Huy Vuong

B.S. Computer Science

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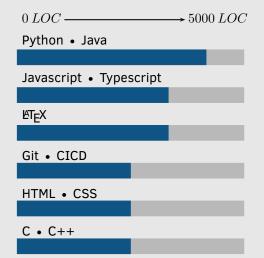in /in/huynvuong/

⊙ HuyNVuong

Education

B.S., Computer Science (GPA: 3.5)
Minor: Mathematics
University of Nebraska-Lincoln
2017 - 2020

Relevant Courses:

- Computer Science I, II
- Discrete Mathematics
- Intro to Machine Learning
- Data Structures and Algorithms
- Computer Organization
- Operating System Kernel
- Programming Language Concepts
- Software Engineering

Programming

$0\ LOC$ ⟶ $5000\ LOC$

Python • Java

Javascript • Typescript

LaTeX

Git • CICD

HTML • CSS

C • C++

Experience

May 2019 - Present
Werner Enterprise
ITS - Software Developer Intern

- Worked as a full-stack web developer
- Getting involved in Agile Software development team.
- Learned about trucking industry as well as coop orating with different departments

Feb 2019 - Present
Dept. of Biochemistry   cellcollective.org
Associate Software Developer

- Using variations of high level APIs to support different features of website
- Wrote 1000+ lines of code in JavaScript performing Behavioral Development Testing
- Create bots for automation and Continuous Integration and Continuous Deliverance

Aug 2018 - May 2019
Dept. of Computer Science and Engineering
Undergraduate Teaching Assistant

- Assisted in Computer Science I, II, III
- Supervising labs, grading homeworks, holding office hours and online communication to help students with course problem

May 2018 - Sep 2018
Information Technology Service at UNL
Student Worker

- Provided general university information and technical support
- Troubleshooted university accounts and technical problems
- Directed switchboards call around university

Projects

June 2019 - August 2019
Werner Dashboard

- Werner's full-stack web application that gathers statistic of company performances and present them in a beautiful dynamic web application.
- Used Spring Hibernate with REST API to handle back-end data and Angular 8 to display data dynamically

Feb 2019 - March 2019
Internalization of Cell Collective

- Performed translation of website in several different languages using high level API in Python
- Created automated script that detects user's language preferences

Jan 2019 - May 2019
City Traffic Simulator
Simluation of traffic management system
Technolgies:
- Python 3.
- OOP - Object Oriented Programming : define real world entities
- UML - Unified Modelling Language : define and describe entities and system relations through Models and Diagrams

Jan 2019
UNL survaillence map   Website
Technolgies:
- Javascript, HTML/CSS, Python.
- Using method of Deep Learning to detect violence in video
- Used Javascript and CSS to create dynamic representation of data