

# Kyle Ho-Nguyen

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## EDUCATION

### University of Florida - GPA: 3.60

Graduating Fall 2025

*Bachelor of Science in Computer Science, Minor in Electrical Engineering*

*Gainesville, FL*

**Relevant Courses:** Data Structures and Algorithms, Operating Systems, Intro to Software Engineering, Programming Fundamentals 1 + 2, Applied Discrete Structures, Algorithm Abstraction & Design, Program Language Concepts, Enterprise Software Engineering Practices, and Object-Oriented Programming (OOP)

## TECHNICAL SKILLS

**Languages:** C#, C++/C, Java, Python, HTML/CSS, JavaScript, SQL, PowerShell, YAML, and MATLAB

**Frameworks:** React.js, Node.js with express, and Bootstrap 5

**Developer Tools:** Microsoft Azure, Git, VS Code, Docker, Figma, Apache Solr, Dynatrace, and Strapi

## EXPERIENCE

### Software Engineer - Team Lead

August 2024 – May 2025

*IPPD Design Project Sponsored by Raytheon*

*Gainesville, FL*

- Led a team of **7** software engineers in the development of an offline automated testing suite to streamline Windows desktop application testing.
- Implemented automatic report generation to identify results of passed/failed test cases.
- Designed an intuitive UI tailored for cybersecurity professionals, achieving a SUS score of **80.3** or higher.
- Integrated AI tools to dynamically generate new test cases based on updated processes and requirements.

### Software Engineering Intern

May 2024 – July 2024

*Publix Technology*

*Lakeland, FL*

- Automated toggling of **42+** Dynatrace synthetic monitors using **Azure DevOps Pipelines (YAML)** and **PowerShell Scripts**, reducing process time to under **3** minutes.
- Developed a PowerShell script to identify and clean up over **97.5k+** unused product image blobs using **Azure Cmdlets** via **REST API calls** and **Apache Solr queries**.
- Optimized image blob processing pipeline, improving runtime by over **80%** by efficient **Azure DevOps Pipelines (YAML)** design and **data structures** knowledge.

## PROJECTS

### Code-Sparks | *React.js, Node.js, Bootstrap 5, Strapi, Docker, Git, and VS Code*

Aug. 2023 – Dec. 2023

- Led a team of **6** developers as **Scrum Master** using **Agile Scrum** to design and implement the Admin Role for the CASMM research project.
- Utilized **Strapi** to handle data requests for admin user authentication and pre-existing users of the application.
- Improved UI by implementing Admin Main page, navigation bar, and container lists through **React.js**.
- Designed medium-fidelity wireframes for a series of interconnected pages using **Figma**.

### Directory App | *HTML, CSS, JavaScript, React.js, Node.js with Express, and VS Code*

Sept. 2023 – Oct. 2023

- Developed a dynamic web application that displays over **100+** Gainesville buildings by utilizing a UF database.
- Elevated user experience by seamlessly integrating UF's aesthetic with **Bootstrap 5**.
- Enhanced code modularity by implementing **6** reusable components with React.js for efficient DOM manipulation.

### Board-Gamers | *C++, Git, Dear ImGui, and VS Code*

Feb. 2023 – April 2023

- Developed recommendations of over **1000+** board games by implementing **2** advanced sorting algorithms.
- Coordinated a team of **3** to enhance user experience by using the **Dear ImGui** library.
- Organized a complex dataset exceeding **100,000+** lines by using Object Oriented Programming for efficient data storage.

## LEADERSHIP & INVOLVEMENT

### UF ColorStack | *Member*

Jan.2024 – Present

- Acquired hands-on experience in training **deep neural networks** and implementing computer vision models
- Pioneered a project on text auto-completion from New York Times headlines by using **natural language processing** and predictive modeling.