

Matthew Huynh

(416)-433-5784 | huynhm17@mcmaster.ca | [linkedin.com/in/matthew-huynh](https://www.linkedin.com/in/matthew-huynh) | github.com/M9Huynh/

SKILLS

Languages: Java, Python, JavaScript/TypeScript, SQL, HTML/CSS

Frameworks: React.js, React Native, Node.js, Flask, JUnit, Tailwind CSS, Material-UI

Developer Tools: Git, Jira, Linux, Firebase, Google Analytics

EDUCATION

Bachelors in Software Engineering and Management Co-op

Sep. 2020 – Apr. 2026

McMaster University

Hamilton, ON

- Relevant Courses: Data Structures and Algorithms, Object-Oriented Programming, Software Requirements and Security, Software Testing, Concurrent System Design and Databases

EXPERIENCE

National Program Manager

Oct. 2023 – Aug. 2024

Jetson Infinity

Hamilton, ON

- Deploying robotic arms across Canada within schools to serve as a **STEAM** resource, prepare high school level students for post-secondary schooling and act as an opportunity to be exposed to technology.
- Managed a team of **8** Master students to develop technical learning modules for the students in Python that covers advanced lessons and guides such as inverse kinematics, large data visualization and voice activated functions.

Software Engineer

May 2023 – Aug. 2023

Royal Bank of Canada – Ojo Canada

Toronto, ON

- Applied an agile development methodology to successfully create a React Native application using TypeScript for our front-end development.
- Assisted in the initial setup for push notifications using Firebase Cloud Messaging, enhancing user engagement and communication within the app.
- Effectively integrated our application with Google Analytics to allow for data-driven decision making and providing valuable insights for future improvements.

Software Developer

May 2022 – Aug. 2022

Royal Bank of Canada – Amplify

Toronto, ON

- Collaborated with a cross-functional team of **4** under SmartReno to address challenges of creating a stress-free renovation journey for Canadian homeowners.
- Designed the user interface of our web application using industry standard technologies such as React.js, Axios, and Material UI, ensuring an appealing user experience.
- Conducted in-depth market research, user interviews and competitive analysis to inform the creation of multiple user personas in which our application could be tailored to.

Undergraduate Teaching Assistant

Sep. 2021 – Apr. 2024

McMaster University – ENG 1P13, ENG 2PX3

Hamilton, ON

- Managed the progress of **80+** undergraduate students, offered personalized feedback, fostered an environment of inquiry-based learning and support during weekly project checkpoints.
- Supervised and evaluated engineering assignments, leveraging Autodesk Inventor, Python and Quanser to help students develop innovative solutions.

PROJECTS

Paddle Hand Tracker | *Python, OpenCV, Git*

Oct. 2023

- Python program that utilizes **OpenCV** to supplement athlete training for dragon boat form when paddling with **90%+** accuracy.
- Developed version control skills using **Git** by keeping everything up-to-date and gained further understanding of CI/CD pipelines through this project.

Recycling Container Sorting | *Python, Raspberry Pi, Quanser*

Dec. 2022

- With the use of **Raspberry Pi**, executed a Quanser simulation that sorts containers based on its recyclability into their respective bins which includes how the robot travels and drops it off.
- With the use of colour sensors, determined drop off locations and evaluated each type of container.