Justin Huynh

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EDUCATION

University of California, Irvine | Irvine, CA — Graduated March 2021
Bachelor of Science in Computer Engineering — GPA: 3.70/4.00

- Achievements: Dean's Honor List
- Involvements: Theta Tau, ASUCI (*Media and Communications Intern*), Tau Beta Pi Honor Society, Blueprint at UCI

WORK EXPERIENCE

Qualcomm | San Diego, CA — June 2020 - Sep 2020
Software Engineering Intern

- Worked on the Modem Software 5G Radio Resource Control Team to automate analyzing network user equipment logs
- Implemented a Python script that is triggered by an email bot, executes on an external server, and outputs error diagnosis
- Reduced hundreds of hours per week of manual debugging across the 5G RRC team upon release and use

Prism Software |Irvine, CA — Apr 2019 - Jun 2020
Quality Assurance Technician

- Assisted in automating regression testing on software products to reduce public release time by 2+ weeks
- Reported bugs to engineering team to directly decrease bug fix turnaround times and improve product quality
- Created test plans on JIRA to improve overall coverage and set a standard to guide the entire QA team

Institute of High Performance Computing - A*STAR |Singapore — Jun 2019 - Aug 2019
Research Engineer Intern

- Developed a GUI using Qt C++ for a system-level simulator design for a neuromorphic computing chip with resistive random access memory (RRAM) in order to do tasks such as visualizing chip layouts and core status
- Created utility functions for the simulator to generate configurations using Python and Google Protocol Buffers

California Institute for Telecommunications & Information Technology (Calit2) |Irvine, CA — Jan 2019 - Sep 2019
Undergraduate Student Researcher

- Developed a website using HTML/CSS/JS to inform and address food waste and food insecurity in the UCI community
- Created a mobile application using Unity/C# to work in conjunction with the website and provide additional features

PROJECT EXPERIENCE

EECS 113 | Processor Hardware/Software Interfaces — Mar 2020 - Jun 2020
Atmosphere Monitoring System

- Created a Raspberry Pi based IoT device that uses real time temperature and humidity to simulate irrigating an environment
- Implemented an API that pulls from the California Irrigation Management Information System using HTTP/JSON requests
- Connected hardware with a DHT-11 temperature and humidity sensor and a LCD to display the data

EECS 112L | Organization of Digital Computers — Jan 2020 - Mar 2020
MIPS Pipelined Processor

- Designed a processor that executes MIPS instructions in pipelined stages with hazard detection and forwarding in Verilog
- Simulated the pipeline cycle, timing constraints, resource utilization, and power using SystemVerilog and Vivado Synthesis

UAV Forge | Avionics Engineer — Sep 2019 - Dec 2019
Quadcopter

- Assisted in designing and building an autonomous unmanned aerial vehicle (UAV) to compete in AUVSI SUAS competition
- Conducted and documented research on the design of a kill switch implementation and power cooling system
- Utilized flight controller and autonomous technologies such as Pixhawk, PX4 Autopilot and QGroundControl

EECS 22L | Advanced C Programming Laboratory — Jan 2019 - Mar 2019
Chatty Chess

- Worked in a team to create a multi-user chat and chess networking program with a graphical user interface in C w/GTK 2.0
- Implemented TCP protocols, client-server model, socket communication, and backend database for accounts
- Wrote documentation for the entire program, including both user and developer manuals with diagrams and flow charts

TECHNICAL SKILLS

Programming: Proficient in C/C++, Python; Experienced in HTML, CSS, Javascript, React, Java, Verilog, VHDL, SQL, Qt
Environments/IDEs: Linux, PyCharm, VS Code, IDLE, Xilinx Vivado, Git, IntelliJ, JIRA, Android Studio, Raspberry Pi
CAD Software: EAGLE, OrCAD
Office Tools: Excel, Word, Powerpoint
Media: Adobe Photoshop, Adobe Illustrator, Adobe Lightroom, Final Cut Pro