

Paul Huynh

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OBJECTIVE

Recent college graduate seeking a Software Engineer position in order to utilize knowledge of various development fields to help accomplish company goals.

EDUCATION

Portland State University

Portland, OR

Bachelor of Science in Computer Science

March, 2017

Notable Courses: Compilers, Algorithms, Full Stack, Machine Learning & A.I.

GPA:3.19

SKILLS

- Programming languages: Java, JavaScript, C/C++, & Python.
- Comfortable in Windows & UNIX/Linux environments.
- Proficient with web development: HTML, CSS, jQuery, AJAX, Node.js & various APIs.
- Experience with machine learning algorithms such as Support Vector Machines, Neural Networks, Naïve Bayes, & K-Means Clustering.
- Familiar with mobile application development and trends.
- Fluent in Vietnamese & conversational in French.

EXPERIENCE

InboundRx

Tualatin, OR

Intern/Capstone UI lead & Repository Master

Oct 2016 - Current

- Designed the UI and wire frame of the iOS project.
- Managed the team's GitLab & backup repositories.
- Continued working as an intern after graduation to help launch the iOS application.

Portland State University

Portland, OR

Research Lab Assistant

Oct 2012 - June 2015

- Worked in three to four person teams to collect data for research on killifish.

PROJECTS

Capstone Project: Worked in a seven person team on an iOS application for InboundRx. The application features a customer rewards program and incorporates the use of Estimote beacons.

AT&T VR/AR Hackathon: Made VR Pac-Man, allowing the user to play the game from Pac-Man's perspective. Unity, Visual Studio, C#, HTC VIVE were used to make this game.

Geo-location Diary: Allows the user to leave messages on a map. Google Map API, Bootstrap & Firebase were used for this project.