

Paul Huynh

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OBJECTIVE

With my graduation date approaching, I am seeking a software engineering position in order to utilize what I have learned.

EDUCATION

Portland State University

Portland, OR

Bachelors of Science in Computer Science

March, 2017

Notable courses: Compilers, OS, Databases, Full-Stack, Machine Learning & A.I.

SKILLS

- Programming languages: **Java, Javascript, C++, C, & python.**
- Comfortable in Windows & UNIX/Linux environments.
- Proficient with web development: HTML, CSS, Bootstrap, jQuery, Ajax, node.js, & firebase.
- Experience with A.I. techniques such as genetic algorithms, neural networks, Bayesian networks & reinforcement learning.
- Fluent in Vietnamese & conversational in French.

PROJECTS

Capstone Project: (In progress) Working in a seven person team on an iOS application for InboundRX. The application will feature a customer rewards program that will reward the customers with points each time they enter the store by using Estimote beacons.

Decision Tree: (In progress) Building a simple decision tree that would prioritize attributes depending on an entropy & knowledge gained equation.

Geo-location Diary: Allows the user to write a message and share it by placing it on a map at the user's current location. Google Map API, Bootstrap & Firebase were used to for this project.

EXPERIENCE

PSU InboundRX Capstone Team

Portland, OR

UI lead & Repository Master

Oct 2016 - Mar 2017

- Designed the elected UI and wireframe of the iOS project to secure the UI lead position.
- Managed the team's GitLab & backup repositories.

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.
- Implemented new techniques that raised the efficiency of the collection process.