

# Paul Huynh

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## OBJECTIVE

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I am a recent college graduate seeking a Software Engineer position in order to utilize what I have learned to help accomplish company goals.

## EDUCATION

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### Portland State University

Portland, OR

*Bachelors of Science in Computer Science*

March, 2017

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

## SKILLS

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- 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 machine learning techniques such as genetic algorithms, neural networks, Bayesian networks & reinforcement learning.
- Fluent in Vietnamese & conversational in French.

## PROJECTS

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**Capstone Project:** Worked in a seven person team on an iOS application for InboundRX. The application features a customer rewards program that rewards the customers with points when time they enter the store by using 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 it.

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

## EXPERIENCE

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### InboundRX

Tualatin, OR

*Capstone UI lead & Repository Master/Intern*

Oct 2016 - Current

- Designed the elected UI and wire frame of the iOS project.
- Managed the team's GitLab & backup repositories.
- Continued working 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.