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Objective

Motivated and detail-oriented Software Engineering graduate from the University of Calgary with hands-on experience through an internship program and various projects. Seeking a software engineering position where I can leverage my software development skills, problem-solving abilities, and communication experience.

Education

Bachelor of Science in Software Engineering w/ Internship

University of Calgary, Calgary, AB

Graduated: May, 2024

Technical Skills

- **Programming Languages:** Java, Python, C++, JavaScript, HTML, CSS
- **Frameworks and Libraries:** SDL, Godot, Unreal Engine
- **Tools and Technologies:** Git

Professional Experience

1st Year Studio Project Intern

University of Calgary, Calgary, Alberta

May, 2022 – August, 2023

- Assisted with the learning of 1st Year Schulich School of Engineering students in their courses, such as:
 - ENDG 233: Programming with Data
 - ENGG 225: Fundamentals of Circuits and Machines
 - ENGG 202: Engineering Statics
 - ENGG 200: Engineering Design, Innovation, and Entrepreneurship
- Tutored 1st year students 1-on-1.
- Presented seminars to help 1st year students.

Projects

Software Engineering Capstone - LiDAR Mapping Software

We were sponsored by 4Front Robotics who had a fully built humanoid robot but lacked all the software to run it. My team and I were tasked to create that software; I was responsible for the software that uses the LiDAR Sensor mounted on the head to create a 3D map of its environment. The software was written in C++ on Robot Operating Software (ROS).

- Integrated the LiDAR sensor to the Robot Operating System (ROS) installed on the robot.
- Used OctoMap library to convert the raw data from LiDAR into a 3D scan.
- Learned and applied practical software engineering experience

Recreation of Game of Life

This is a desktop app where users can observe Conway's Game of Life. Users can create the starting conditions and then watch the simulation of cellular automata unfold. This project was written in C++ using the Simple DirectMedia Layer (SDL) Library.

- Learned how to use and applied SDL

Internship Project - Plagiarism Project

This is a stopped desktop Java graphical application. Users input PDF essays and the application will scan and provide a quantitative analysis of how similar. This software is targeted towards professors who wish to detect possible plagiarism among their students' work.

- Learn and applied Java GUI packages, such as Java Swing and Java AWT

Hack the Change 2021 - Spot the Struggler

This was the submission of the Rubber Duck Coders, which I was a part of, in the Hack the Change 2021 Hackathon. The challenge was to create something that would help with mental health in any way. Our team decided to create a video game that would raise awareness and spread knowledge of what you can do to help someone struggling with mental health. The game was written in C++ using the Simple DirectMedia Layer (SDL) library.

- Created a working graphical game in 2 days.
- Learned and applied SDL.

Certifications

- Certificate of Completion - Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games, Issued by Udemy on June 2024

References

Available upon request.