

Avinh Huynh

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EDUCATION & CERTIFICATIONS

San Francisco State University
Bachelor of Science in Computer Science
AWS Certified Cloud Practitioner

Aug. 2023 – Jul. 2025
GPA: 3.19
April 2025

EXPERIENCE

Consultant

Dec. 2023 – Present

Arch Insurance

- Develop end-to-end cloud solutions using ServiceNow, GitHub Actions, and Terraform to automate infrastructure provisioning through ServiceNow forms and GitHub API calls.
- Design Power BI dashboards for tracking ServiceNow ticket metrics, pulling data from the ServiceNow API and Snowflake, saving up to one week per month of manual data processing.
- Achieve AWS Cloud Practitioner certification and complete relevant cloud/DevOps training on Pluralsight in AWS, Azure, Docker, Kubernetes, Terraform, and GitHub Actions.

XR/AI Intern

Jun. 2025 – Present

Flow Immersive

- Design and update interactive 3D data visualizations (“Flows”) for augmented and virtual reality experiences, creating showcase demos and conducting user testing to explore platform capabilities and performance.
- Evaluate and document AI-assisted features within the platform, contributing to UX research by identifying usability issues, AI capabilities, and recommending improvements.
- Collaborate with interns to develop novel use cases for Flow’s platform, contributing Gen Z perspectives on data storytelling, media consumption, and AI integration trends.

PROJECTS

Research Assistant

Feb. 2025 – May 2025

San Francisco State University with Dr. Timothy Sun

- Developed Python scripts to generate and analyze Jungerman’s Ladders, focusing on an incomplete case from his research and producing solutions with specific constraints.
- Built a Pygame visualizer to explore ladder solutions and identify patterns that met the case criteria.
- Created a Python script to verify the validity of any given ladder and manually validated the finalized solution.

Penny Packer

Oct. 2023 – Nov. 2023

Three.js, React, Next.js, Vercel, Springboot, Google Cloud

- Developed a full-stack application for CodeJams '23 to simulate solutions for packing the maximum number of a given shape into another, addressing the interview question “How many pennies will fill a room?”
- Implemented the frontend with React, Next.js, and Three.js to provide interactive 3D visualizations.
- Built the backend using Spring Boot to execute various heuristic packing solutions.
- Designed the system to support any objects, with the current implementation of packing pennies into cubes.

SKILLS MATRIX

Languages:	JavaScript, Python, Java, C, HTML/CSS, SQL
Frameworks & Libraries:	React, Next.js, Springboot, Node, Express, Three.js
Tools:	Docker, Git/Github, AWS, Linux (WSL2), Postman, Nginx
Databases:	MySQL, PostgreSQL