# ALAN HUYNH

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## EDUCATION

**University of California, Irvine – B.S. Computer Engineering** Graduation: Spring 2020
GPA: 3.3

- **Courses:** AI and Software Engineering, Data Structures and Algorithms, Python, Advanced C, Software Engineering in C, Object-Oriented Programming (Java), Systems Software, Microcontrollers
- **Languages:** Proficient: Java, ANSI C, Python | Prior experience: JavaScript, HTML/CSS, R, Assembly, SQL

## WORK EXPERIENCE

**City of Long Beach Technology and Innovation**
Data Intern July 2019 – Present

- Led the research process for smart cities and open data initiative with guidance of two project leads
- Implemented a development LAMP stack server (DKAN) for an Open Data Portal proof of concept
- Created a couple dashboards developed in Python's framework Plotly Dash

**UC Irvine MIND Data Management and Statistics Core**
Student Software Developer September 2018 – June 2019

- Debugged and implemented new features to custom WordPress plugins in PHP
- Deployed a Shiny server with LDAP authentication and reverse proxy through Apache for researchers to utilize – shiny.mind.uci.edu
- Developed a Shiny dashboard of a clinical summary that organizes patient data pulled from an API in R

**UC Irvine Social Sciences Computing Services**
Student IT Technician April 2017 – Present

- Provided technical support for faculty and staff under the school of Social Sciences
- Troubleshooted and documented hardware and software issues

**Port of Long Beach Information Management**
Service Desk Intern June 2016 – August 2016

- Provided technical support for staff at the Port of Long Beach Interim Administrative Offices
- Gathered, assisted, and documented work orders, phone calls, and AV equipment

## PROJECTS

**LA Hacks 2018 – Blackjack Counter (Python Project)**

- Collaboratively developed a Python application (version control with Git) in 36 hours that implements OpenCV and a live webcam through Python to analyze a single-player versus dealer game of blackjack to show advantages

**Senior Design Course – 3D Reconstruction (In Progress Project)**

- Post-processing and real-time 3D reconstruction in Python with OpenCV
- Current progress as a team of four, we have Edge and Checkerboard Detection, and Epipolar Geometry

**HYPEDSOLE E-Commerce (In Progress Project)**

- Developing and managing an e-commerce website using WordPress and WooCommerce – www.hypedsole.com (prod) – www.alanjhuynh.com/hypedsole (dev)