Angelica Huynh

(626) 236-0372

phamangelicahuynh@gmail.com

EDUCATION

University of California, Irvine   June 2022
Bachelor of Science in Computer Science
GPA: 3.62, Dean's List (6 Semesters)

TECHNICAL SKILLS

Languages: Python, C/C++, Java, HTML/CSS/JavaScript (ReactJS), SQL

EXPERIENCE

Sidescrawl
Full Stack Developer | Remote   May 2021 – Present

- Collaborated with a UX/UI designer and a team of developers to build the Sidescrawl website using ReactJS
- Constructed a post feed, message, and inbox page to match mockups
- Refined web pages to be responsive and display as intended on different devices and screen sizes
- Developed parts of the system to retrieve and format user, post, and message data from Firebase's Cloud Firestore and Realtime Database

Tutoring in Information & Computer Sciences
Lab Tutor | Irvine, CA   March 2020 – June 2020

- Conducted labs with teaching assistants that helped students succeed in their Python course
- Guided students to better understand and apply concepts in their own programs
- Discovered methods to aid students that also promoted analytical thinking and self-sufficiency

PROJECTS

FabFlix
Web-Based Ecommerce System   March 2022 – June 2022

- Constructed a database of movies, actors, user information and transactions using MySQL
- Built a backend system with Java, Java Database Connectivity (JDBC), Jackson, and Spring Boot that utilizes microservices, identity management, and an API gateway to facilitate requests
- Designed and built a navigable front-end application using ReactJS and Bootstrap
- Experimented with React Native to develop a mobile version of the web application

Information Retrieval Project
Web Crawler & Search Engine   Jan 2022 – March 2022

- Implemented the core of a web crawler to discover specific URLs that are within UCI's domain.
- Constructed an inverted index that links phrases to web pages
- Built a search engine that retrieved web pages from the index by calculating tf-idf scoring and cosine similarity

Blobs Vs. Toys
Web Browser Game   March 2019 – May 2019

- Developed a Plants vs. Zombies inspired game from scratch using HTML, CSS, and JavaScript
- Implemented 9 different classes of playable characters and mobs, each with their own set of abilities
- Designed and created sprites using only JavaScript with the canvas object