Randy Huynh

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Github: https://github.com/artmedia1
Website: https://artmedia1.github.io/Personal-Site/

Education

York University	Toronto, ON
Bachelor of Engineering in Computer Engineering	*Aug. 2018 – Dec 2023*
Seneca College	Toronto, ON
Ontario College Advanced Diploma in Industrial Design	*Aug. 2015 – May 2018*

Relevant Courses

Software
- Computer Vision, Machine Learning and Pattern Recognition, Fundamentals of Data Structures, Software Design, Software Engineering Requirements, Software Engineering Testing, Introduction to Database Systems, Operating Systems, Advanced Object-Oriented Programming

Hardware
- Digital Logic Design, Embedded Systems, Digital Systems Engineering, Computer Architecture, Computer Organization

Experience

Computer Support Assistant — Apr. 2019 – Present
York University — *Toronto, ON*
- Documented all ticket resolutions, and drafted troubleshooting guides for tech team with images, descriptions, and strategies
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Managed work tickets, prioritizing urgent needs and communicating clients

Projects

Movie Rental Service | *Java* — November 2021 - December 2021
- Developed a GUI based app using Java's Swing Libraries
- Checked and updated a database whenever the user registered a new account or ordered a movie

Keep Talking and Nobody Explodes | *System Verilog* — April 2022 - April 2022
- Implemented various mini-games including games such as Simon, Whack-A-Mole, and Cyclone on a FPGA
- Used switches and buttons on the FPGA board to operate mini-games

Personal Website - WIP | *HTML5, CSS, JavaScript, Bootstrap* — January 2023 - Current
- Created a personal website using HTML5, CSS, JavaScript, and Bootstrap

Red Wine Quality | *Python, TensorFlow* — August 2022 - September 2022
- Applied data science methodology on a red wine quality dataset
- Implemented TensorFlow to create an artificial neural network to analyze variable impacts on quality of red wine

Wordle Solver | *Java* — June 2022
- Developed a GUI based app using Java's Swing Libraries that aided in solving daily Wordle

Image Stitching | *Python* — November 2022
- Implemented a RANSAC-based image algorithm that took two images of the same object at different angles applied a homography and stitched them together

Image Size Reduction with Seam Carving | *Python* — October 2022
- Implemented a seam carving algorithm reduce the size of an image

Technical Skills

Languages: Java, Python, C, SQL, Kotlin, HTML5, CSS, JavaScript, System Verilog, Verilog
Frameworks: Junit, Bootstrap
Developer Tools: Git, VS Code, Jupyter Notebooks, TensorFlow, IntelliJ, Eclipse
Libraries: Pandas, NumPy, Matplotlib