

Randy Huynh

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EDUCATION

York University

Bachelor of Engineering in Computer Engineering

Toronto, ON

Aug. 2018 – Dec 2023

Seneca College

Associate's in Industrial Design

Toronto, ON

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
- Implemented a search functionality and buttons for easy user interface

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 using a DE10-Lite FPGA
- Used switches and buttons on the FPGA board to operate mini-games

Age In Minutes - WIP | *Kotlin*

August 2022 - Current

- Developed an Android app that allowed the user to enter their date using a Calendar and calculates the user's age in minutes

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 each variable's impact the the quality of red wine

Wordle Solver | *Java*

June 2022 - June 2022

- Developed a GUI based app using Java's Swing Libraries that aided in solving daily Wordle

Calculator App - WIP | *Kotlin*

August 2022 - Current

TECHNICAL SKILLS

Languages: Java, Python, C, SQL, Kotlin

Frameworks: JUnit

Developer Tools: Git, VS Code, Jupyter Notebooks, TensorFlow, IntelliJ, Eclipse

Libraries: Pandas, NumPy, Matplotlib