

# Austin Huynh

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## Work Experience

### ITS Service Desk Technician @ UCSD

December 2018 - April 2019

- Assisted students and staff with the campus-wide roll-out of Duo Two-Factor authentication
- Responded to service calls and attended to service ticket queues
- Troubleshooted software and hardware issues for student and faculty

### Crew Member @ Cold Stone Creamery

July 2018 - Sept 2018

- Responsible for making a multitude of frozen desserts, cleanliness of the store, and providing one-of-a-kind experience for patrons through cashiering

### Junior Systems Analyst @ Intervallo Consulting Group Inc.

June 2017 - Sept 2017

- Performed administrative tasks and scheduled meeting with investors
- Maintained online data on Indeed.com and CrunchBase
- Extracted data from databases for offline analysis

## Projects

### EasyNutrition Website @ SD Hacks 2019

Technologies used: HTML/CSS/Bootstrap, SQL, Javascript

- Created easy-to-use website that drew data from multiple known health websites to provide clear and concise diet and vitamin information based on user-input

### STEM 4 Youth @ Costa Mesa Technology Library

Technologies used: Raspberry Pi, TinkerCAD, Python

- Held numerous hands-on workshops that introduced children to basic computer hardware and software
- Made learning interactive and fun by creating a Raspberry Pi Simon Says game using breadboards and LEDs
- Assisted patrons with design and 3D printing of art using TinkerCAD

### “REDO” Role Playing Video Game

Technologies used: Gamemaker, Aseprite, Illustrator

- Created retro-style video game with self-written storyline that taught literature themes and concepts in an interactive way
- Custom made sprites using Aseprite and Illustrator
- Unique mechanics created through clever use of Gamemaker Engine

### “ScArduino” Halloween Scare Speaker

Technologies used: Arduino, C, Audacity

- Attached an Arduino Uno to a battery powered speaker that allowed user to scare unsuspecting trick-or-treaters with spooky sounds
- Utilized Audacity to create sounds and C to automate sound triggers

## Education

### B.S. in Computer Science

University of California,  
San Diego (UCSD)  
GPA: 3.6  
Expected Graduation 2022

## Coursework

Data Structures & Algorithms  
Object Oriented Programming  
Software Tools / Techniques  
Design Communication  
3D Art / Design

## Technical Skills

### Programming Languages

C • Java / Javascript • Python •  
HTML/CSS • RUBY

### Data Analytics

mySQL • Tableau • Excel • R

### Information Technology

Windows / Mac / Linux • Slack •  
Microsoft Teams • Networking /  
Wireless • Hardware Diagnostics /  
Troubleshooting

### Visual Design

Photoshop • Indesign • Illustrator  
• Dreamweaver • SolidWorks •  
Gamemaker • TinkerCAD

## Hobbies/Interests

### Music

- Guitar / Euphonium / Trombone
- High Fidelity Headphones
- Arcade Rhythm Games

### Organizations

- UCSD Video Game Development Club
- UCSD Esports
- IEEE