

Austin Huynh

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Work Experience

Game Design Intern @ Crunchy Studios

June 2020 - July 2020

- Worked with production team in twelve week program which resulted with the culminating of the MVP of self-designed video game

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: RUBY, 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 RUBY scripts

“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)
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