

Austin Huynh

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Work Experience

Graphic Artist @ UCSD A.S. Graphic Studio

September 2020 - Present

- produced and designed various branding & print materials such as ads, banners, signs, brochures, posters, flyers & logos using design software
- Assisted in web design, maintenance and creating web graphics

UI/UX Designer @ Mercury Health

September 2020 - Present

- Lead in designing and developing various features for the website
- Monitored site usage and optimized and improved user experience
- Created mobile-friendly and responsive web interfaces

Graphic Design Intern @ Massachusetts Dept. of Education

September 2020 - Present

- Created mockups for website redesigns, as well as icon designs, image editing, print ads, posters, and handouts
- Developed creative designs for DESE's social media pages/advertising

Game Design Intern @ Crunchy Studios

June 2020 - August 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

Junior Systems Analyst @ Intervallo Consulting Group Inc.

June 2017 - September 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

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

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 (Collegiate League of Legends Varsity)
- IEEE