

Huy B. Huynh

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EDUCATION

Truman State University

Kirkville, MO

Bachelor of Science in Computer Science, Minor in Data Science

Expected: May 2029

- **Relevant coursework:** Foundations of CS I, Foundations of CS II (OOP, Data Structures), Computing Structures (Discrete Math, Algorithms), Calculus I, Calculus II
- **SAT:** 1510/1600

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, Python, C#, SQL, HTML/CSS

Frameworks: React.js, Vite, Node.js, ASP.NET Core, Express.js, TailwindCSS, JQuery, EJS, Bootstrap, Unity

Technologies: Git, Github, MongoDB, PostgreSQL, Firebase, Redis, Visual Studio, Vercel, Render, Wordpress

EXPERIENCE AND ACTIVITIES

Software Engineer

July 2025 – Present

NaNi Kids Futsal - Soccer Academy

Da Nang, Vietnam

- Engineered and **migrated legacy codebase** to a MERN-stack website for **1200+ soccer students**, reducing admin workload on attendance, tuition, and student management by **80%** and saving **\$1000+ monthly**.
- Constructed **45+ RESTful APIs** and JWT auth for 3 roles using Node.js and Express, led migration of **2.9k+** documents to a new schema via scripting and algorithms, and integrated **Cloudinary** for secure media storage.
- Automated daily attendance tracking via MongoDB aggregation pipelines, saving **25+ hours/month** at **99.9%** accuracy, and streamlined tuition reporting process by **90%** via responsive and filterable dashboard.

Project Lead

July 2025 – Present

Google Student Developer Club

Kirkville, MO

- Led end-to-end planning and execution of software projects and tech initiatives and managed team workflows.
- Facilitated technical workshops and guided **40+** students in mastering web technologies (HTML/CSS, React.js, Node.js), enabling them to build real-world projects and strengthen coding skills.

Founder – Developer

June 2019 – Present

BillyMan Game Dev Channel, Discord

Remote

- Built and scaled a game development channel by producing **30+** tutorials and development videos, attracting **85k+ views**, and growing a community of **700+ subscribers**.
- Designed and released multiple games on Itch.io using Unity, C#, GMS 2 and Blender, earning **4,800+ views and 2,200+ plays** and securing **multiple Top-10 finishes** in competitive international Game Jams.

PROJECTS

AI Glow | *React.js, Node.js, Express.js, Firebase, Redis*

August 2025 – Present

- Built a **full-stack SAT practice platform** with autosave and randomized test generation, enabling students to complete timed/untimed full-length or section tests in **<3 clicks** with **100%** progress recovery across sessions.
- Integrated AI explanations via **OpenAI API + Redis caching**, delivering instant feedback, estimated to reduce repeated-query latency by **~85%**, and added **Chart.js** dashboards for score trends.
- Developed admin workflows with **Firebase Auth** and parsing for Image/PDF/Word via **tesseract.js** and **pdf-parse**, supporting **1000+** questions per import, removing duplicates, and cutting manual entry by **>90%**.

Gradvisor | *React.js, Vite, Node.js, Express.js, MongoDB*

June 2025

- Architected and deployed a **full-stack academic tracker**, delivering real-time GPA analytics and a responsive dashboard with **<1s** load times across devices.
- Developed an **AI-powered academic advisor chatbot** leveraging **Gemini 2.5 Flash** to provide personalized grade insights and study recommendations, reducing **3–5 hours** of manual advising work per week.
- Implemented end-to-end authentication and scalable APIs by integrating **JWT-based role access**, designing **13+ RESTful APIs** with Express.js, and deploying on Render with automated **GitHub CI/CD** pipelines.