

# Huy B. Huynh

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## EDUCATION

### Truman State University

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

**Frameworks:** React.js, Vite, Node.js, FastAPI, Express.js, TailwindCSS, JQuery, EJS, Bootstrap, Unity

**Technologies:** Git, Github, AWS Strands Agents, MongoDB, PostgreSQL, Firebase, Redis, Visual Studio

## EXPERIENCE AND ACTIVITIES

### Software Engineer

July 2025 – Present

*NaNi Kids Futsal - Soccer Academy*

*Remote*

- 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*

*Kirksville, 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.

## PROJECTS

**WIWI - HackMidwest 2025** | *TypeScript, React.js, Python, AWS, Node.js, Express, MongoDB*

October 2025

- Led a team of **4** to develop an **AI-powered resale and raffle marketplace** in **24 hours**, combining **Node + FastAPI + AWS Bedrock** to let users profit from used items while **70%** of overflow revenue goes to charity.
- Created **multi-agent AWS Strands pipelines** for product verification, autofill, and chatbot automation (image checks, EXIF/web validation, dynamic pricing, trust scoring), cutting manual review by **90%+**.
- Delivered a scalable MVP with **Stripe** payments, **AWS S3** media storage, and **cron-based** raffle automation, showcasing end-to-end AI orchestration, cloud scalability, and full-stack execution under pressure.

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

September 2025 – Present

- Built a **full-stack SAT practice platform** with autosave and randomized test generation, enabling students to complete full-length or section tests in **<3 clicks** with **100%** progress recovery.
- Integrated AI explanations via **OpenAI API + Redis caching**, estimated to cut repeated-query latency by **~85%**, and added **Chart.js** dashboards for score trends.
- Developed admin workflows with **Firebase Auth** and parsing (**tesseract.js + 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 with real-time GPA analytics, responsive **<1s** loadtimes dashboards, and secure **JWT-based role access** via **13+** REST APIs.
- Embedded an **AI academic advisor chatbot** using **Gemini 2.5 Flash** to deliver personalized grade insights and study tips, cutting **3–5 hours** of manual advising per week.

**BillyMan** | *C#, Unity, GMS 2, Aseprite, Blender, Photoshop*

June 2019 – June 2024

- Scaled BillyMan (Youtube) to **85K+** views and **700+** members while releasing Unity and GMS2 games on Itch.io (**4.8K+ views, 2.2K+ plays**) with multiple **Top-10 Game Jam** finishes.