BILL HUYNH

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EDUCATION

California State University, Sacramento June 2024
Bachelor of Science in Computer Engineering *Sacramento, CA*

TECHNICAL SKILLS

Languages: JavaScript/TypeScript, Java, Python, SQL, HTML/CSS, C, C++
Frameworks: React.js, Next.js, Node.js, Tailwind CSS, Spring Boot
Cloud & Devops: AWS (EC2, Lambda, S3, API Gateway, CloudFront), Vercel, Docker, Supabase, Git, CI/CD

PROJECTS

Yaps: AI Powered Learning Platform | *Next.js, TypeScript, Node.js, Tailwind CSS, Stripe, Supabase*
- Engineered a full-stack Software as a Service(SaaS) that transforms long-form educational media into podcast episodes.
- Created an interactive frontend flashcard study interface with progress tracking to enhance learning experience.
- Built a backend processing pipeline using **OpenAI Whisper**, **GPT-4o mini**, **OpenAI TTS**, and **FFmpeg** to transcribe, summarize, and narrate, automating podcast creation.
- Reduced LLM summarization cost by **45%** with semantic chunking, prompt tuning, and token-efficient summaries.

TFT-dle | *TypeScript, React, Python, Selenium, AWS Lambda/CloudFront, Supabase*
- Deployed an interactive character guessing game that supports **100+** daily active users and **200,000+** monthly requests.
- Implemented a fully responsive UI dynamic input handling, animated feedback panels, and real-time updates,
- Optimized state management and API performance, resulting in page load times under **1** second and **99.9%** uptime.
- Automated a scheduled serverless scraping pipeline using **Python**, **Selenium**, and **AWS Lambda** to process **2000+** images, **150+** videos from live TFT datasets.

Recall: CalHacks 2023 | *Flutter, Dart, Google Maps SDK, Google Cloud Platform*
- Built a mobile app that visualizes personal memories through interactive timelines and heatmaps.
- Developed the timeline UI and contributed to the heatmap interface using **Flutter** and Google Maps SDK.
- Collaborated with a 4 person team to integrate GCP backend services and a Milvus-powered chatbot.

AI AutoFill Agent | *TypeScript, Claude, Playwright, Node.js, Cron, Express*
- Built a headless AI agent that autonomously navigates and completes multi-section web forms, including dropdowns, inputs, and collapsible panels using Playwright and Claude.
- Built a backend API with **Node.js** and **Express** to accept user input and dynamically trigger form workflows.
- Implemented scheduled automation, running workflows every 5 minutes to mimic human behavior.

EXPERIENCE

Applied AI Researcher May 2023 – Aug 2023
Texas A&M University Kingsville *Kingsville, TX*
- Awarded **Best Paper** at **IEEE PICOM 2025** for wireless sensor network optimization research.
- Improved wireless sensor network coverage efficiency by **40%** through developing an optimized algorithm combining geometric and computational methods.
- Evaluated different AI approaches (genetic algorithm, binary ant, MARL) by conducting performance tests.
- Collaborated with faculty and peers to validate findings through **1,000+** simulations.
- Collaborated in a cross-functional team of researchers and engineers; delivered weekly code reviews and algorithmic deep dives to refine approaches.

Data Structures and Algorithms Club Dec 2022 - Feb 2024
California State University, Sacramento *Sacramento, CA*
- Mentored 15 peers on advanced algorithmic problem-solving through weekly coding challenges.
- Co-led workshops covering data structures, system design, and performance optimizations.