

Cory Huynh

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Education

University of California - San Diego, La Jolla, CA

Master of Science in Computer Engineering (Incoming)

Sep 2023 – Jun 2024

University of California - San Diego, La Jolla, CA

Bachelor of Science in Computer Engineering

Sep 2019 – Jun 2023

Overall GPA: 3.90/4.0

Experience

Amazon Web Services, Seattle, WA

Software Development Engineering Intern

Summer 2022

- Developed a project using AWS Cloud Services (and Java) that overhauled a system performing BOM rollups on a Product Lifecycle Management software to address serious security issues, improve data validation, increase efficiency, and unlock further scalability.
- Wrote detailed design documents that effectively communicated the architectural design to my team and allowed for the continuing iteration of my project.

Calnetix Technologies, Cerritos, CA

Power Electronics Engineering Intern

Summer 2021

- Created a graph view for motor control GUI (Graphical User Interface) in Visual Basic that centralized the stream of data coming from a connected motor.
- Diagnosed problems that caused GUI's performance to drop and administered solutions that improved user responsiveness and productivity.
- Developed hands on skills in soldering, testing, and debugging printed circuit boards
- Installed gate driver boards and power MOSFETS on high voltage (5kV) variable speed drives and performed functional tests

Boeing, Huntington Beach, CA

Virtual Manufacturing Intern

Summer 2018

- Developed fun, automated, web crawling projects such as a program that can print out cooking recipes based off user input to cultivate skills in C# and Selenium.
- Applied unit testing and automation using C# and Selenium that accelerated testing of the user interface of Boeing's web-based applications.

Projects

Path Tracer

Spring 2022

Developed a path tracer from scratch in C++ that generates realistic 3D images. My path tracer implements features such as a Bounding Volume Hierarchy acceleration structure, Multithreading, and Multiple Importance Sampling by calculating the weighted contribution of BRDF importance sampling and Next Event Estimation.

Shadow Mapping

Fall 2021

OpenGL Project where I generated shadows in 3D computer graphics using a technique called shadow mapping

Presentation can be seen at: <https://drive.google.com/file/d/1bnE5QFhKylxObe4U3fIRKiHYSKKEvI8r/view?usp=sharing>

Bullet Journal Web App

Spring 2021

Web application that aims to give users an online alternative to bullet journaling. I programmed many aspects of the projects' frontend and helped in user experience (UX) design.

GitHub repository can be found at: <https://github.com/cse110-sp21-group19/cse110-sp21-group19>

Relevant Coursework

Software Engineering with Agile Web Development

Advanced Data Structures

Recommender Systems and Web Mining

Intro to Computer Vision

Computer Graphics II: Rendering

Design and Analysis of Algorithms

Skills

Proficient in C++, Java

Prior Experience with C#, Python, Kotlin, MATLAB, Visual Basic, JavaScript, HTML, CSS

Software Git, PSpice, Android Studio

Awards

Provost Honors from University of California San Diego

Fall 2019 – Spring 2022

Valedictorian from Brea Olinda High School

June 2019