DANIEL HUYNH

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EDUCATION

University of Virginia, Charlottesville, VA

Bachelor of Science in Computer Science, Summa Cum Laude | **GPA**: **3.92 / 4.0** | August 2021 - May 2024 *Coursework* | Machine Learning, Artificial Intelligence, NLP, Web Development, Computer Systems, Algorithms *Achievements* | UVA SEAS Dean's List: all semesters, National Merit Commended Scholar (Class of 2021)

SKILLS

Languages/Frameworks: Java, Python, C++, C#, Typescript, JavaScript, PHP, SQL; SpringBoot, WPF, Next.js, Angular, Django Software: Visual Studio, Git, Docker, AWS (EC2, RDS, Lambda), Arduino IDE, .NET, PostgreSQL, Heroku, Gradle, Maven Operating Systems: Windows, MacOS, Linux (WSL & Ubuntu)

Libraries: React, TensorFlow, Flask, scikit-learn, PyTorch, JavaFX, NLTK, JUnit, ¡Query, BeautifulSoup, Matplotlib, pandas

PROFESSIONAL EXPERIENCE

Associate Software Engineer

Johns Hopkins University Applied Physics Laboratory, Laurel, MD | September 2024 - Present

- Spearheaded new features for *FRISC* software, monitoring **critical infrastructure network traffic** from cyberattacks. Reduced analysis time by **40**% through optimized traffic logging logic, rebuilt startup procedure. (Java, SpringBoot, React).
- Enhanced test coverage of Cloud Dagger Web widgets from 33% to 96%, building a new test suite on Angular & Jasmine.

Software Engineer Intern

Ansys, Exton, PA | May 2024 - August 2024

- Solely built from scratch menu & toolbar system for the new UI redesign of flagship product STK with C#, C++, WPF, .NET.
- Refined low-level backend logic, app startup, file & registry I/O, integration, and bug fixes to backend STK Engine with C++.

Perception and Motion Planning Researcher

Cavalier Autonomous Racing | April 2024 - August 2024

- Led development on ground segmentation for LiDAR point cloud data using Patchwork++ for vehicle perception on ROS 2.
- Developed UCS & other graph search algorithms for spatiotemporal graphs, predicting & optimizing vehicle pathfinding.

Research Assistant, Head of IoT Team

The FloodWatch Project at UVA (floodwatch.io) | May 2023 - August 2024

- National Science Foundation funded. Lead researcher of LiDAR sensors using LoRaWAN network for flood mapping, deployed by city of Danang, VN, tripling percentage of regions able to be mapped in Vietnam (Arduino, C++).
- Built & maintained **APIs** and **robust data pipeline**, spanning from IoT devices, gateways, to databases on AWS EC2, using AWS Lambda and JavaScript webhooks. Experienced in embedded systems, **APIs**, **REST** framework, and networks.

Application Engineer Intern

Ansys, Exton, PA | May 2023 – August 2023

- Solely developed feature to simulate & calculate large datasets of satellite communications to ground antennas, reducing previous conflict computation from quadratic to logarithmic time. Adopted by major telecommunications company.
- Developed cross-format 3D antenna file converter to ensure compatibility with STK software, researched 3D file formats.

Researcher, Head of Diagnosis Machine Learning Team

CliniVision Project at UVA | September 2023 – May 2024

• Led a team in training CNN models and Spatial Transformers to detect anomalies in X-ray images, diagnose medical conditions using PyTorch, with a frontend built on Next.js.

Teaching Assistant - CS3100 (Algorithms) & CS2130 (Computer Systems) at UVA | August 2022 - May 2023

- DSA2: Led teaching in graph traversal, greedy, and ML algorithms, dynamic programming, proofs, & runtime analysis.
- CSO1: Taught C, C++, computer architecture & networks, Linux, Git. Led labs of ~100, own responsibility for 15 students.

PROJECTS

BudgetBuddy | **Capital One's Best Finance Hack Winner @ HooHacks 2023** | JavaScript, Python, Flask, Twilio API, GPT API Automated financial assistant connecting to bank account transactions (via Plaid API), with a budgeting & spending dashboard. Used Twilio and OpenAI GPT to enable instant mobile SMS communication with app's chatbot.

HealthWay | Next.js, Typescript, Google Cloud Platform, PostgreSQL, YOLOv5, Google Vision AI, FastAPI Health app and smart fridge tracker using computer vision to detect live food inventory changes, generating personalized recipes based on available ingredients. Used YOLOv5 to detect direction of movement to determine addition or removal.

HooEvents | Django, PostgreSQL, Heroku, Bootstrap, Google OAuth, Google Maps API, GitHub Actions, CI/CD Social app for student event discovery at UVA. Solely responsible for login using Google OAuth, geolocation services using Google Maps API, database, & hosting on Heroku. Automated CI/CD pipeline & testing with GitHub Actions.

Pacman Al Agent | Python, Reinforcement Learning

Wrote Q-Learning reinforcement learning algorithm to train Pacman bot. Achieved ~100%-win rate, trained on only 50 games.