Dillon Ho Huynh

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EDUCATION

University of California, Riverside — Riverside, California
B.S. in Computer Science with Business Applications — *Sep. 2022 – Jun. 2026*

Relevant Coursework: Data Structures and Algorithms, Assembly Language and Machine Learning, Multivariable Calculus, Discrete Math, Linear Algebra, Software Construction

EXPERIENCE

Building Steward — Sep. 2023 – Present
UCR Student Recreation — *Riverside, CA*

- Oversaw the upkeep and maintenance of the facility, ensuring a clean and functional environment home to activities and events.
- Utilized software tools to perform accurate building occupancy counts every hour, demonstrating attention to detail and data management skills.
- Organized, set up, and broke down events, collaborating with other stewards to ensure smooth operations and effective resource management.

UCR Programming Challenge 2024 — Oct. 2024
University of California, Riverside — *Riverside, CA*

- Competed in a rigorous programming challenge hosted on Codeforces, ranking in the top 40% among over 200 participants.
- Collaborated with peer to solve complex problems under time constraint, utilizing advanced data structures and algorithms.
- Developed proficiency in problem-solving techniques, including dynamic programming, graph algorithms, and efficient data manipulation.

PROJECTS

Random Quote Generator | *ReactJS, Fetch API, Material UI*

- Built a Random Quote Generator to provide users with dynamically generated quotes from an external API.
- Utilized Material UI to create a pleasant and engaging user interface.
- Integrated a "New Quote" button to fetch and update fresh quotes dynamically.

Flappy Bird | *Unity*

- Designed and developed a Flappy Bird clone using Unity, showcasing proficiency in game mechanics and engine functionality.
- Implemented core gameplay features, including physics, collision detection, scoring systems, and a menu interface for an engaging user experience.
- Utilized C# for scripting game logic and optimizing performance in Unity, showcasing a strong understanding of software and code interaction.

Textspace RPG | *C++, Git*

- Collaborated with two others to design and implement a text-based RPG, focusing on object-oriented programming principles with C++.
- Developed core gameplay mechanics, including character classes, skills, and combat systems, enhancing variability through strategic player choices.
- Implemented enemy entities and a final boss encounter, demonstrating skills in state management, as well as proper data structures.
- Engaged in peer code reviews and iterative testing to refine game features and ensure a polished final product.

TECHNICAL SKILLS

Languages: C, C#, C++, Python, JavaScript, HTML/CSS
Framework & Tools: VS Code, Visual Studio, PyCharm, ReactJS, Next.JS
Game Engines: Unity, Godot