Ky-Cuong Huynh

kycuonghuynh@ucla.edu | U.S. Citizen
kycode.me

EDUCATION

University of California, Los Angeles
B.S. in Computer Science
Expected graduation:
December 2017
Cum. GPA: 3.02

LINKS

GitHub:// **KyCodeHuynh**
LinkedIn:// **KyCuong**
Twitter:// **KyCodeHuynh**

SKILLS

Programming
2 years:
C++ • Shell • LaTeX

1 year:
Ruby • Rails • C • Python

Basic:
HTML/CSS/JS • Java
SQL • OCaml • Lisp

Methodologies
OOP • Functional
TDD • MVC • Agile/Scrum

Tools
Git • GitHub • Travis CI
Vim • Sublime Text • Xcode
Visual Studio • LabVIEW
Munki • DeployStudio

Platforms
Amazon Web Services (AWS)
DigitalOcean • Heroku • Arduino
WordPress

COURSEWORK

Data Structures & Algorithms
Scalable Internet Services
Programming Languages
Computer Networking
Operating Systems
Database Systems
Computer Security
Computer Systems Architecture
Unix Tools and Scripting

EXPERIENCE

AppFolio Software Engineering Intern
June 2016 - September 2016
- Developed new mass texting features for AppFolio Property Manager using **Ruby on Rails**, **RubyMine**, and **TeamCity**. Integrated with an **Agile**, cross-functional team and practiced **test-driven development**.
- Drove research and architecture work to scale mass text messaging beyond **Twilio** quota limitations.
- Analyzed and solved a race condition in cross-app Twilio usage to significantly reduce operating costs.

Association for Computing Machinery Hack Officer
May 2016 - Present
- Leading **Hack School**, a quarter-long bootcamp in **full-stack JavaScript**.
- Organized **capture the flag (CTF) competitions** to teach computer security.

Daily Bruin Back-end Developer
October 2015 - Present
- Wielded **Node.js**, **Express**, and **Handlebars** to build a sources tracker application, now in active internal use by a staff of 525+.

UCLA Rocket Project Electronics Engineer
September 2014 - June 2015
- Engineered a **real-time radio telemetry package** coordinated by an **Arduino**. Integrated an accelerometer, gyroscope, barometer, and thermal sensors.

PROJECTS

Hail Protocol Software Engineer
March 2016
- Designed a **TCP**-like transport layer protocol for reliable data transmission. Strengthened reliability through three-way handshakes, positive acknowledgements, and automatic retransmission of lost packets.
- Implemented a prototype server-client pair using **C** and **Make**. Tested prototypes using an unreliable **IP** connection with simulated corruption and packet loss.

IMDB Jr. Full-stack Software Engineer
November 2015
- Created an IMDB variant to store, search, and display movies and actors.
- Wrote the back-end in **PHP**, with data stored and validated by **MySQL**. Used **HTML** and **CSS** for the front-end, and tested with **Selenium**.

Yam Gaming Platform Back-end and DevOps Engineer
March 2015 – May 2015
- Architected a **multiplayer gaming platform** using **Ruby on Rails**. Featured match-making, leaderboards, user profiles, and two-player 2048.
- **Load-tested** with **Tsung** to identify and implement optimizations. Scaled from 5 to 250 users/sec.
- Built in **Agile/scrum** sprints with a team of 4 and deployed on **Amazon Web Services**. Used **EC2** and **CloudFormation**.