

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

PACIFICA HIGH SCHOOL

Graduated June 2013

Cum. GPA: 4.5 | Valedictorian

SKILLS

PROGRAMMING

2 years:

C++ • Shell • \LaTeX

1 year:

Ruby • Rails • C • Python

Familiar:

HTML/CSS/JS • Java

MySQL • OCaml

Lisp • Prolog

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

Algorithms & Complexity

Computer Systems Architecture

Unix Tools and Scripting

LINKS

GitHub:// [KyCodeHuynh](#)

Twitter:// [KyCodeHuynh](#)

LinkedIn:// [kycuong](#)

EXPERIENCE

APPFOLIO Software Engineering Intern

June 2016 - Present

- Verified the correctness of an internal URL shortener microservice through new end-to-end tests.

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 and Express to build a sources tracker application, now in active internal use. Worked closely with front-end developers and PM.

UCLA ROCKET PROJECT Electronics Engineer

September 2014 - June 2015

- Engineered a real-time radio telemetry package coordinated by an Arduino. Package integrated accelerometer, gyroscope, barometer, and more.
- Worked closely with propulsion sub-team to test hybrid (liquid/solid) engine and analyze hot fire data.

PROJECTS

YAM GAMING PLATFORM Back-end and DevOps Engineer

March 2015 – May 2015

- Architected a multiplayer 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.

PROFILING SHELL Software Developer

January 2015

- Implemented a variant of the Bash shell in C with additional syntax verification and profiling.
- Featured support for I/O redirection, piping, loops, and command-level profiling.

BUG BLAST Software Developer

February 2014

- Employed object-oriented programming (OOP) in C++ to create a variant of Bomberman with sprite-based graphics.

AWARDS

2013 \$10,000/year for 4 years | UCLA Achievement Scholarship

2013 Valedictorian of class of 700 students

2013 National AP Scholar

2013 Ventura County Star Scholar