

# Ky-Cuong Huynh

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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 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**.