Ky-Cuong Huynh

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kycode.me

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES
B.S. in Computer Science
Expected graduation: June 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:
MySQL • HTML/CSS/JS

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

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.
- Created mechanics for maneuvering, dropping bombs, and collecting special power-ups.

AWARDS

2013	$10,000/year for 4 years	UCLA Achievement Scholarship
2013	$2,500/year for 1 year	Great Lakes National Scholarship
2013	$1,000/year for 1 year	Salik Omar Shah Scholarship
2013	Valedictorian of class of 700 students	
2013	National AP Scholar	
2013	Ventura County Star Scholar	