

kycuonghuynh@ucla.edu | U.S. Citizen 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

LINKS

Github:// KyCodeHuynh LinkedIn:// kycuong

COURSEWORK

Data Structures & Algorithms
Scalable Internet Services
Operating Systems
Databases
Computer Networking
Artificial Intelligence
Computer Systems Architecture
Unix Tools and Scripting

SKILLS

PROGRAMMING

2 years:

C++ • Shell • LATEX

1 year:

Ruby • Rails • C • Python

Familiar:

MySQL • HTML/CSS/JS

TOOLS

Git • GitHub • Sublime Text • Vim • Xcode

PLATFORMS

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

First, solve the problem. Then, write the code.

— John Johnson

EXPERIENCE

DAILY BRUIN Web Contributor

October 2015 - Present

• Wielded Node.js and Express to build a new sources tracking application, now in active internal use.

UCLA LAB SCHOOL IT Staff

June 2015 - September 2015

- Created a mass-imaging and configuration solution using DeployStudio, Munki, and shell scripts.
- Imaged and updated over 400 Macs and iPads.

UCLA ROCKET PROJECT Electronics Engineer

September 2014 - June 2015

- Engineered a real-time radio telemetry package using Arduino.
- Cooperated with propulsion sub-team for data gathering and analysis.

PROJECTS

YAM GAMING PLATFORM Back-end and DevOps Engineer

March 2015 - May 2015

- Architected a multiplayer platform Ruby on Rails with match-making, leaderboards and user profiles.
- Load-tested 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.

PROFILING SHELL Software Developer

January 2015

- Engineered 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

- Leveraged 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
 2013 \$2,500/year for 1 year
 2013 \$1,000/year for 1 year
 2014 UCLA Achievement Scholarship
 Great Lakes National Scholarship
 Salik Omar Shah Scholarship
- 2013 Valedictorian of class of 700 students
- 2013 National AP Scholar
- 2013 Ventura County Star Scholar