

Ky-Cuong L. Huynh

kycuonghuynh@ucla.edu | U.S. Citizen
<https://kycode.me>

Education

UNIVERSITY OF CALIFORNIA, LOS ANGELES
Candidate for B.S. in Computer Science

GRADUATION: JUNE 2017
Cumulative GPA: 3.02

Experience

DAILY BRUIN | WEB DEVELOPER INTERN

OCTOBER 2015 – PRESENT

- Creating web-based articles and interactive content for UCLA's student newspaper.
- Using HTML, CSS, JS, jQuery, Foundation, and WordPress.

CAMPUS EVENTS COMMISSION (CEC) | WEB DEVELOPER

JUNE 2015 – OCTOBER 2015

- Developed concert promotion site in cooperation with designers: bruinbash.ucla.edu.
- Received over 20,000 unique views within a week and the concert sold out.

AIAA ROCKET PROJECT | ELECTRONICS ENGINEER

OCTOBER 2014 – PRESENT

- Designing and programming the payload for a supersonic hybrid propulsion rocket.
- Engineering its Arduino-based, multi-sensor radio telemetry system.

Projects

YAM | MULTIPLAYER GAMING PLATFORM | RUBY ON RAILS

MAY 2015

- Architected a multiplayer platform with match-making, leaderboards and user profiles.
- Invented and implemented a two-player version of 2048 as a demonstration game.
- 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.

QRU | SOCIAL NETWORKING APP | ANDROID

JANUARY 2015

- Streamlined sharing contact information and Facebook friend requests with QR codes.
- Written in Java with a team of 4 over 36 hours during SB Hacks 2015.

PROFILING SHELL | SYSTEM SHELL | C

JANUARY 2015

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

BUG BLAST | GRAPHICAL GAME | C++

FEBRUARY 2014

- Leveraged object-oriented programming (OOP) to create a variant of *Bomberman*.
- Created mechanics for maneuvering, dropping bombs, and collecting special power-ups.

Skills

C++ (2 years), C (1 year), Python (1 year), Ruby, Ruby on Rails, WordPress.