# **GWYNETH HUYNH**

Los Angeles, CA

• <u>huynhgwyneth@gmail.com</u> • <u>LinkedIn</u> • <u>GitHub</u>

## **EDUCATION**

### GEORGIA INSTITUTE OF TECHNOLOGY (4.00 GPA)

Atlanta, GA

Master of Science in Computer Science

2023-2025

UNIVERSITY OF CALIFORNIA, LOS ANGELES (SUMMA CUM LAUDE – 3.99 GPA)

Los Angeles, CA

Bachelor of Science in Human Biology and Society

2017-2020

#### **EXPERIENCE**

## HIGH PERFORMANCE COMPUTING (HPC) SYSTEMS INTERN

Los Angeles, CA

#### **UCLA Office of Advanced Research Computing**

May 2024 - Present

- Contributed to the migration of HPC cluster from Grid Engine to SLURM by configuring and implementing clusterspecific policies to enhance **job scheduling** and resource management.
- Refactored and optimized existing codebase for node management and statistics gathering of over 800 nodes, including A100 and H100 GPU nodes, and over 26,000 cores.
- Collaborated with cross-functional teams to design and test SLURM configurations, improving workload efficiency.

#### BIOINFORMATICS RESEARCH ASSISTANT

Los Angeles, CA

## California NanoSystems Institute

November 2021 - May 2024

- Utilized **R** and **Python** to generate comprehensive visualizations for diversity, differential abundance, PCA.
- Employed Machine Learning (ML) techniques such as hierarchical clustering to determine correlation between disease state and vaginal microbiome composition.
- Developed and tested **Bash** and **Python** scripts to streamline pipeline commands and data entry, significantly reducing data processing time from hours to mere seconds.
- Led team through migration from an outdated bioinformatics data science platform to QIIME2.

### **COURSEWORK/SKILLS**

- Languages: Python, C, C++, Java, JavaScript, SQL, R, Bash, CSS, HTML
- Technologies/Frameworks: SLURM, Grid Engine, QIIME2, React, Node.js, Express, MySQL, Azure, Docker
- Coursework: Data Structures and Algorithms, Operating Systems, Machine Learning, High Performance Computer Architecture, Computer Networks

## **PROJECTS**

## **DISTRIBUTED STORE SIMULATOR | C++**

- Utilized **gRPC** and **protobufs** for asynchronous product request handling and vendor bid retrieval in a scalable, multi-
- Developed a **threadpool** with synchronized task management, optimizing request processing and ensuring thread safety.

# MAPREDUCE | C++

- Developed and implemented a MapReduce framework to process large-scale datasets through sharding and multithreading, enabling parallel processing of gigabytes of text files.
- Utilized **gRPC** for fault tolerance and task distribution between different processes.

### CAPSULE | JAVASCRIPT, PYTHON, HTML, CSS

- Developed a comprehensive end-to-end web application using **React** and **Node.js with Express**
- Integrated AWS S3 for cloud storage and MySQL database to manage and retrieve user-uploaded images.
- Designed and implemented a collaborative filtering recommendation system, enhancing user experience through personalized outfit combinations.