Henry Quach

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"Passionate Software Developer with a strong hold on fundamental and elegant solutions to many problems. Looking for growth opportunity to help grow my technical skills set in a professional atmosphere."

EDUCATION

UNIVERSITY OF TENNESSEE
BS in Computer Science
Dec 2019 | Knoxville, TN
Tickle College of Engineering
Cum Laude
GPA: 3.5 / 4.0

SKILLS

Technical Skills
Python • C/C++ • Java • HTML5/CSS • Javascript • React.js • MongoDB • MySQL • Version/Source Control • Agile/SCRUM • Machine Learning
Soft Skills
Communications Skills • Teamwork • Problem-Solving • Leadership

LINKS

Github:// **hquach-cs**
LinkedIn:// **henry q.**
Website:// **hquachcs.com**

EXPERIENCE

UNIVERSITY OF TENNESSEE | Software Engineering Intern
Jan 2019 – April 2019 | Knoxville, TN
"Implemented a system that allows graduate student's to keep track of many forms, classes, and information according to their degree."

- Designed a system that can be built on a previous application called "DARS".
- Developed this new system to be advocated to the head of Graduate school.
- Coordinated with the engineering department's graduate recruiter/mentor.

PROJECTS

*All projects/other projects source can be found on my github: hquach-cs

PORTFOLIO WEBSITE | Link | Source
React.js | Web Development/Design | HTML5/CSS

- Designed a website to showcase my open source projects and interests.
- Developed with React.js.

CONWAY'S GAME OF LIFE | Link | Source
Machine Learning | Cellular Automaton | Javascript

- Developed a visualization of 'Game of Life'.
- Integrated option parameter for specific use cases.

FACE RECOGNITION | Source
Machine Learning | Data Handling | Python

- Integrated three different algorithms to recognize faces.
- Developed a video detection and picture detection for each algorithm.

NEURAL NETWORK | Source
Machine Learning | Neural Network | Python

- Showcased three examples: Linear Regression, XOR, and 3x3 Shape Detection.
- Intended to help programmers learn about neural network/machine learning.

CHESS BOT | Source (WIP)
Machine Learning | Python | Data handling

- Developed Chess AI using different algorithms.
- Showcased three algorithms: Minimax, Minimax w/ pruning, and Neural Network
- Documented projects finding and understanding.