Emmy Huynh

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Education

University of California, Davis   *Davis, CA*

BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND ENGINEERING   *Sep. 2018 - PRESENT*

Expected Graduation: June 2022

Projects

RISE, **WEHack (4th place)**   *Online (Dallas, TX)*

FRONT-END DEVELOPER   *Oct. 2020*

- Created user profile page of a social platform to empower and increase the number of female entrepreneurs using **HTML** and **CSS**.

Jobby   *Davis, CA*

CREATIVE CO-LEAD, TECHNICAL OFFICER   *Apr. 2019 - Dec. 2019*

- Created an educational game of introducing modern careers to high schoolers and college students.
- Designed the early interface of the game using Unity, including the visual layout, the structure and story-line of the game play, and tailored the information load graphically and cognitively.

Biomedical Engineering Society (BMES) Make-a-Thon   *Davis, CA*

PRESENTER   *Jan. 2019*

- Designed and drafted prototype device to aid patients with visual impairment and/or physical limitations, to apply eye drops precisely and efficiently.
- Formulated several different visual blueprints of potential device models, considering using appropriate material, flexible body to adjust to different size eye drop bottles, etc.

Work Experience

Student Startup Center   *Davis, CA*

VIRTUAL REALITY (VR) INTERN   *Mar. 2020 - Jun. 2020*

- Built a VR puzzle game for recreational use on **Unity** and tested on Oculus Go.
- Conducted research on VR games along the metrics of fun, safety, enjoyment, and entertainment.

Computer Science For Kids (CS4K)   *Davis, CA*

PEER INSTRUCTOR   *Jan. 2020 - Mar. 2020*

- Designed and presented unique weekly lesson plans for 5th graders to teach them the fundamentals of computer science using **Scratch**.

Activities/Leadership

Women Machinists Club (WMC)   *Davis, CA*

OUTREACH COMMITTEE   *Aug. 2020 - PRESENT*

- Onboard new members and promote WMC through classroom visits, club fairs, and other engineering-related club events.

Developer Students Club (DSC)   *Davis, CA*

OPERATIONS OFFICER   *Mar. 2020 - PRESENT*

- Planning and will teach Davis' 3rd CS student-led course on Android using **Kotlin** for Winter Quarter 2021.
- Presented for DSC's first online technical workshop of 30 attendees using **Flutter**, which Google took inspiration from for future workshops.
- Coordinate logistics and ensure timeliness of events and participants.

Skills

Software   C++, Python, C, R, Unity, Scratch.

Languages   Written and oral proficiency in Vietnamese.