

Huu Thang Ly

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EDUCATION

Florida International University (FIU) | Miami, FL

Expected: May 2026

Bachelor of Science in Computer Engineering

GPA: **3.97/4.00**

Relevant Courses: Machine Learning, Embedded Computing, Autonomous Systems, Microcomputers, Data Structures & Algorithms, Cloud Services, Signals & Systems, Linear Systems, Differential Equations

WORK EXPERIENCE

Global AI Mining

Upland, CA (Remote)

Embedded AI Engineer Intern

July 2025 - December 2025

- Developed a smart audio recording system using Raspberry Pi to enable real-time AI-powered monitoring, analysis, and response generation in live conversations, providing staff with instant answers to enhance service quality
- Researched deployment strategies for small language models on edge devices to reduce latency and support offline functionality for resource-constrained environments

Florida International University

Miami, FL

Undergraduate Research Assistant | Dr. Himanshu Upadhyay's Lab

September 2025 - December 2025

- Implemented an autonomous drone control system with YOLO-based object detection and Gemini Live Model integration, achieving autonomous task execution with real-time response to dynamic environments
- Architected multi-agent systems with LangChain for cybersecurity operations, delivering coordinated malicious link detection and security log analysis

Undergraduate Research Assistant | Dr. Shekhar Bhansali's Lab

May 2024 - August 2025

- Built a VR-enabled 3D printing system with digital twin technology for remote printer monitoring and control, improving accessibility and efficiency in additive manufacturing
- Pursued research on advanced 3D printing with copper slurry and laser sintering to augment electrical conductivity and flexibility of sensors and printed circuit boards

PROJECTS | [View Projects](#)

InsuMAS | ShellHacks 2025 | AI Developer

September 2025

- Partnered with 2 students to create a sophisticated multi-agent AI system providing comprehensive assistance for insurance-related queries
- Designed supervisor-agent architecture to intelligently route user requests, enabling the system to explain complex insurance terminology, recommend suitable plans, calculate costs, and locate healthcare providers
- Leveraged Python, LangChain for agent orchestration, and Gradio for interactive UI deployment

Butterfly Garden IoT | INIT Build | Embedded Systems Developer

October 2024 - December 2024

- Advanced FIU's first butterfly garden with a team of 10 contributors, utilizing IoT and embedded systems for environmental conservation and visitor engagement monitoring
- Engineered Arduino Uno and ESP32 microcontrollers to interface with temperature, humidity, air quality, and gas sensors for real-time environmental assessment
- Applied C++ with PlatformIO and Git for hardware-software integration and efficient code management

CatTrax - VR game | INIT Build | Backend Developer

February 2024 - April 2024

- Collaborated with 7 developers to build a VR game simulating real locomotive controls, allowing players to navigate a cat train between tracks to avoid obstacles
- Created core features for cat train, including track switching, collision detection, health system, timer mechanics, and particle effects to optimize gameplay experience
- Utilized Unity for game development and Git for version control and team coordination

SKILLS

Programming: C/C++, Java, Python, JavaScript, HTML, CSS, MIPS, MATLAB, VHDL

Libraries & Frameworks: Pandas, NumPy, Matplotlib, Scikit-learn, Langchain, React.js

Software: Git, Linux, Jupyter Notebook, Unity, Unreal Engine, Azure, Fusion 360, Power BI, Multisim, Vivado

Hardware: Analog/Digital Design, FPGA Development, Oscilloscope, Soldering, 3D Printing, Raspberry Pi, Arduino, ESP32

Certifications: Azure Fundamentals (AZ-900), AI Fundamentals (AI-900), CodePath Intermediate Web Development