**Huy Bui**

Chicago, IL • (765) 607-0684

**Email:** [bui13@purdue.edu](mailto:bui13@purdue.edu) • **LinkedIn:** linkedin.com/in/huybui13 • **GitHub:** github.com/huybui13

**EDUCATION**

**Purdue University** West Lafayette, IN

**Bachelor of Science in Computer Science & Minor in Mathematics**  **August 2018 - May 2023**

**Relevant Coursework:** Data Structures and Algorithms; Operating System; Database Systems; Cloud Computing; Computer Architecture; Software Testing; Systems Programming; Information Systems; Software Engineers I.

**Interest:** Software Engineering, Software Development, DevOps.

**SKILLS**

**Programming Languages:** Java (expert), Python, C, C++, TypeScript, JavaScript, HTML/CSS, SQL, PostgreSQL, MongoDB.

**Tools and Framework:** Firebase, Postman, Git, GitHub, npm, Babel, React, Node, Docker, AWS S3, Google Cloud Platform.

**WORK EXPERIENCE**

**Triple Lift** New York, NY

*Software Engineer Intern* June 2022 – Aug 2022

* One of the top contributors to the development of Triple Lift next generation of programmatic advertising technology.
* Refactored redundant 30% Java backend code, optimized endpoints, established needed structures for future expansions, and increased code coverage of these features from 50% to 70% by writing unit tests.
* Designed, developed, and deployed a UI, that enables 200+ engineers to communicate and automate deployment with an internal tool RULES API, using Next.js and Tailwind CSS.
* Utilized algorithmic problem-solving and Python to develop scalable computer vision technology that identifies critical elements in ads and generates optimized native placement.

**Pebblst**  West Lafayette, IN

*Software Engineer Intern* Jan 2022 – May 2022

* Developed Pebblst, an e-commerce website utilizing algorithms to suggest personalized gift recommendations.
* Built Lambda functions to process and analyze data for personalized recommendations.
* Engaged in SCRUM team activities, including daily standup, sprint planning, and code review over 16 weeks.

**PROJECTS**

**TURINGAME.AI**

* Created a game-based web application that tests players' ability to differentiate between human and machine-generated responses, while raising AI awareness and providing a testing environment for developers.
* Programmed front-end page using Next.JS 13 and Tailwind CSS; Integrated OpenAI API for real-time game-like chat features. Deployed serverless backend with Firebase Cloud Functions, Firebase Firestore, interacting with Google Cloud Platform to store website data in Google Cloud Storage.
* Presented the project results in front of 100 attendees at the Purdue CS Project Capstone.
* Tools & Technology: Next.js, Tailwind CSS, Firebase, Google Cloud Platform, GitHub

**BOIL-IT-UP**

* Led a team of 5 students through 3 Agile iterations of development to build a platform where students can share their recipes, search for recipes based on the available ingredients, and real-time groceries and dietary planners).
* Collaborated with teammates to conduct design documentation, develop 20 API endpoints, build intuitive user interface with 16 React components, and write over 100 tests that achieved 80% code coverage using MERN stack.
* Tools & Technology: Node.js, Express.js, MongoDB, React, Redux, GitHub, Firebase.

**SPLIT NEWS**

* Built a web platform that can bridge the political gap, combat misinformation on the internet, scrape news articles off the web, and categorize them into a political spectrum of Democrat or Republican.
* Designed an interactive user interface utilizing Svelte, created core database design with PostgreSQL and deployed on Google Cloud, and built server handling data management backend (Java, PHP) interacts with PostgreSQL.
* Tools & Technology: Svelte, PostgreSQL, Express.js, Google Cloud Platform, GitHub.