BEN HUYNH

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EDUCATION

VIRGINIA TECH, COLLEGE OF ENGINEERING *Expected May 2026*
Bachelor of Science in Computer Science *Blacksburg, VA*
Relevant Coursework: Data Structures and Algorithms, Software Design and Data Structures, Intro to Problem Solving in Computer Science, Software Design, Intro to Computer Organization, Discrete Math, Linear Algebra, Combinatorics

EXPERIENCE

HEADSTARTER AI *Jul 2024 – Aug 2024*
SOFTWARE ENGINEERING FELLOWSHIP *Springfield, VA*
- Implemented two projects over seven weeks using tools such as *React.js, Firebase, HTML*, and *JavaScript* to create and deploy
- Completed a list of tasks each week to develop technical skills and experience such as developing coding projects, attending networking events, simulating mock interviews, reviewing resumes and collaborating each week with other software engineers
- Collaborated in teams of four to develop multiple coding projects and met together weekly to check in on progress of the projects

NORDSTROM *Jul 2023 – Aug 2023*
LOGISTICS FULFILLMENT PROCESSOR *Tysons, VA*
- Fulfilled and shipped orders with team of four and collaborated with employees from other departments for inventory expertise
- Managed time wisely to prepare and ship hundreds of customer's orders consistent with quality, packing and shipping standards
- Researched and processed merch using inventory management systems following inventory control processes to fulfill orders

WALMART *Jun 2023 – Jul 2023*
AUTOMOTIVE TECHNICIAN *Alexandria, VA*
- Changed dozens of car oil and tires over an eight-hour shift alongside team of seven people, closely working with a deaf worker
- Organized, cleaned, and safely maintained Auto Care Center zone by sweeping floors and counters, and discarding old oil and tires
- Greeted a handful of customers, answered dozens of questions, and ensured satisfaction to provide excellent customer service

PROJECTS

PANTRY TRACKER *Nov 2023 – Dec 2023*
HEADSTARTER AI *Springfield, VA*
- Created a full stack application using *Next.js, React, JavaScript*, and *Firebase* that tracked and listed the inventory of pantry items
- Programmed the backend to create the functionality of "Add" and "Remove" buttons while storing input data using *Firebase*
- Developed the frontend UI to display a box with contents showing the name and quantity of items being added and removed

WEBSITE PORTFOLIO *Jul 2024*
PERSONAL PROJECT *Springfield, VA*
- Created a personal website using *VSCode* and *HTML* to design a landing page about me, my background, and my experiences
- Programmed a functional "Contact me" button using *Web3Forms API* that allow users to email a message after filling out the form
- Deployed the web application through *GitHub* in order to make the website accessible via domain allowing anyone to access it

EXTRA COURSES

CODEPATH TECHINICAL INTERVIEW PREP *May 2024 – Aug 2024*
STUDENT TIP 101 *Springfield, VA*
- Collaborated in teams of three every session to solve a set of application problems on the designated topic that week, including arrays, linked lists, binary search trees, dictionaries, two-pointer algorithm, DFS, BFS, recursion, stacks and queues, etc.
- Learned how to code in *Python* and how to solve hundreds of problems related to a variety of data structures and algorithms
- Completed a 10-week course learning data structures and algorithms meeting every Tuesday and Thursday totaling four hours

SKILLS

Python, Java, C, JavaScript, Assembly, HTML/CSS, React, Node.js, Next.js, API, Visual Studio Code, Eclipse, Firebase, Git, Linux, MacOS, SolidWorks, MatLab, Wireframing, Prototyping