ERIC HUYNH

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EDUCATION

University of California, Berkeley   **Years:** August 2014 - May 2017 (expected)
Bachelor of Arts in *Computer Science*
GPA: 3.58

Relevant Coursework
Data Structures   Multivariable Calculus
Machine Structures (Computer Architecture)   Linear Algebra and Differential Equations
Artificial Intelligence   Discrete Math and Probability
Database Systems   Efficient Algorithms and Intractable Problems

PERSONAL PROJECTS

MyGeneralManager
- Java command line program that web scrapes basketball statistics, stores them in various data structures, and serializes them.
- Custom team building feature that extrapolates potential statistical performance.

SoundFyre.net (group project)
- Developed and maintained a social media website for local musical artists to share their music.
- Implemented using Google Maps API, Parse (backend), JavaScript, jQuery, CSS, and HTML.

EricHuynhing.com
- Personal website made from ground up with HTML, CSS, and jQuery (best way to get to know me).

TECHNICAL EXPERIENCE

Pandora Media in Oakland, CA
Software Engineer Intern: Platform Technology   **June 2016 - Present**
- Modify Hibernate ORM library to resolve specific second level cache issues.
- Experiment with the modified Hibernate library in conjunction with Memcached as a second level cache.

ASUC Office of the Chief Technology Officer in Berkeley, CA
Senior Backend Engineer   **June 2016 - Present**
Backend Engineer   **October 2016 - May 2016**
- Work with a team of other engineers to add, update, and test new features for the Django app that assists thousands of Berkeley students in searching through and querying over 8000 classes.
- Implement and integrate Course model and database indexing using Apache Solr/Websolr via Heroku.
- Transition from scraping and parsing of course, enrollment, and grade data to utilizing new API developed by school.
- Provide technical and codebase (65,000 lines of code and growing) knowledge for other Backend Engineers.
- Aid in hiring new student engineers by reviewing resumes and conducting technical interviews.
- Review code other engineers push before merging with master and pushing to Heroku.

University of California, Berkeley in Berkeley, CA
Undergraduate Researcher   **November 2015 - Present**
- Develop real time web-based API using WebRTC, OpenCV, and Node.js (backend) for the emotion analytics SDK, Affectiva for research and experimental purposes.

University of California, Berkeley in Berkeley, CA
CS61A Lab Assistant   **June 2016 - January 2016**
- Help and assist students with course work (homework, labs, and projects) in order to further their understanding of the main concepts and ideas of computer programming.

TECHNICAL SKILLS

Java, Python, C, C++, SQL, Git, HTML, JavaScript, jQuery, CSS, Django, Heroku, Bootstrap, Scheme