

# Johnny Huynh

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## EDUCATION

### University of Florida

May 2025

*Bachelor of Science in Computer Science, Minor in Digital Arts and Science*

- **GPA:** 3.77/4.0
- **Relevant Coursework:** Data Structures and Algorithms, Operating Systems, Information & Database Systems, Intro to Machine Learning, Intro to Artificial Intelligence, Programming Language Concepts, Algorithm Abstraction & Design, Discrete Structures, Intro to Software Engineering, Game Content Production, UX Design
- **Academic Awards:** Machen Florida Opportunity Scholar Scholarship, Bright Futures Scholarship

## PROFESSIONAL EXPERIENCE

### Jacksonville Transportation Authority

June 2024 – Present

*Data Engineer Intern*

- Cleaned and transferred 20GB of customer information from a deprecated database, utilizing Python and SQLite, achieving a 71% reduction in processing time
- Pioneered an ETL data pipeline utilizing Device Magic's API, Microsoft SQL Server, and Power Query, automating 80% of the data processing and enabling real-time KPI tracking
- Presented Tableau dashboard on customer satisfaction KPIs to the CEO and Executive Leadership Team, identifying customer satisfaction trends that drove significant service quality improvements

### University of Florida – Undergraduate Research Internship

August 2023 – December 2023

*The Economic Value of Water: Evidence from Housing Markets, Research Assistant*

- Used Python and ArcGIS Pro to analyze Florida water systems affected by hurricanes, mapping changes and aiding state-wide disaster response
- Web scraped and analyzed 20,000 NOAA records using Python, improving environmental impact assessments

## PROJECTS

### SyncAssist (JavaScript)

August 2024 – Present

*Industry Sponsored Project*

- Developing a modern remote desktop system for JAWS to enable visually impaired individuals to assist each other through remote control and screen sharing
- Working toward building remote-control infrastructure utilizing WebRTC for minimal latency and real-time system interaction
- Aiming to support seamless connection to JAWS sessions through phone or browser, with options to hear output and control systems remotely

### Random Realms (C#)

January 2024 – May 2024

- Collaborated with a teammate using agile methodologies to create a 3D turn-based RPG game in Unity
- Created and implemented the game's map layout, incorporating diverse environments and strategic elements
- Developed the core mechanics behind the turn-based combat system

### Hurri (C++, Python)

September 2022 – December 2022

- Collaborated in a team of four using agile methodologies to create a program that tracks hurricanes in addition to providing information about relief funds
- Designed the user interface for relief funds using Qt Widgets and HTML
- Gathered and parsed through KMZ files from the NOAA website for over 31,000 coordinates to be able to graph the cone of uncertainty
- Converted latitude and longitude coordinates to on-screen pixel coordinates and rendered them with OpenGL

## SKILLS

**Programming Languages:** Python, Java, C++, MATLAB, C#, HTML, CSS, JavaScript, SQL, TypeScript

**Frameworks/Libraries:** React, Bootstrap, Scikit-Learn, Pandas, Node.js

**Tools:** Git/GitHub, Jira, Postman, Docker, Scrum/Agile SDLC, ArcGIS Pro, Adobe Photoshop, Unity, Autodesk Maya, Jupyter Notebook