

# Johnny Huynh

(561) 735-1234 | johnnyhuyhuynh@gmail.com | <https://www.linkedin.com/in/johnnyqhuynh>

## EDUCATION

### University of Florida

May 2025

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

- **GPA:** 3.78/4.0
- **Relevant Coursework:** Data Structures and Algorithms, Operating Systems, Information & Database Systems, Intro to Machine Learning & Artificial Intelligence, Programming Language Concepts, 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 migrated 20GB of customer data from a legacy database using Python, reducing processing time by 71%
- Developed an ETL pipeline with Device Magic's API, SQL Server, and Power Query to automate 80% of data processing and enable real-time KPI tracking
- Presented Tableau dashboards on customer satisfaction KPIs to executive leadership, uncovering insights that informed service quality improvements
- Leveraged Microsoft Power Platform tools such as Power Apps, Power Automate, and SharePoint to automate transit operations tasks, streamlining procurement package creation and cross-departmental processes

### 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

### Poké Pocket (TypeScript, React, MySQL)

January 2025 – April 2025

- Designed and developed a full-stack trading platform inspired by Pokémon TCG Pocket, allowing users to post, search, and browse card trade listings in real time
- Developed the backend using Spring Boot with RESTful APIs and a MySQL database to handle user authentication, trade listings, card data, and secure session handling via cookies
- Implemented core features including account creation, dynamic card search/filtering, trade listing creation and deletion, along with cookie-based session management to maintain secure user login states across browsing sessions
- Containerized the application with Docker and deployed it on an AWS EC2 instance, enabling scalable and consistent environment setup across development and production

### SyncAssist (TypeScript, React, React Native)

August 2024 – April 2025

*Industry Sponsored Project – Integrated Product & Process Design Program*

- Designed and developed a prototype for a modern remote desktop meeting application tailored for JAWS, enabling visually impaired users to collaborate through screen sharing and remote control
- Engineered custom remote-control functionality from the ground up using Nut.js, enabling precise simulation of keyboard and mouse inputs across platforms to support real-time system interaction
- Set up and configured networking infrastructure including a Selective Forwarding Unit (SFU), STUN, and TURN servers to enable reliable peer-to-peer or multi-user connections across diverse network environments
- Cross-platform support for sessions on Windows, Browser, and Mobile (Android and iOS)
- Deployed the application using an AWS EC2 t3.medium instance for hosting and performed scalability testing using Selenium on Google Cloud Platform to evaluate performance under concurrent user load and ensure system reliability

## SKILLS

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

**Frameworks/Libraries:** React, React Native, Bootstrap, Scikit-Learn, Pandas, Node.js, Vite, Spring Boot

**Tools:** Git/GitHub, Jira, Postman, Docker, Amazon Web Services, Unity, Google Cloud Platform, Jupyter Notebook, Selenium