

# Karan Huynh

3A Computer Science  
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## TECHNICAL SKILLS

- Languages: **Java, JavaScript, C#/C++/C, Python**
- **HTML/CSS, Ruby, SAS, IGOR, Bash, Selenium**
- Frameworks: Node.js, Bootstrap
- Googling fast
- Design: Adobe Photoshop, Illustrator, Flash, Dreamweaver
- Operating Systems: Linux, Mac OSX, Windows
- Tools: Git, JIRA, Jenkins, Vagrant, IntelliJ, Hybris, Visual Studio, jQuery, Docker

## WORK EXPERIENCE

### Automation Engineering Intern

SugarCRM Inc.

Cupertino, CA

Jan – May 2016

- Initiated a Node.js project to aggregate non deterministic historical test data from a functional test automation system that identified anomalies to improve overall test passing rate by 12%
- Optimized data analysis process; reducing run time by over 200% by adding asynchronous events
- Designed and implemented internal library functions for Selenium-based browser test automation

### E-Commerce Project Quality Assurance Manager

Loblaw Digital

Toronto, ON

Jan – May 2015

- Appointed project manager of [joefresh.com](http://joefresh.com), mandating contractors, build deployments, and weekly sprints
- Analyzed and researched bottlenecks in test procedures, improving the data pipeline accordingly across multiple platforms to optimize an e-commerce site with \$1,000,000+ in annual sales
- Aggregated user data to identify bugs, suggest new features, and refine testing strategy
- Trained new team members on backend integration, storefront design, and RESTful APIs

### Web Developer and Computer Support Intern

Environment Canada

Toronto, ON

May – Aug. 2014

- Automated high resolution layer image rendering process for ArcGIS mapping software, reducing load time across a research department by 70%
- Wrote scripts to perform statistical analysis on 1TB datasets for scientific researchers

## PROJECTS

### Star Catcher – C#

[github.com/karanh/StarCatcher](https://github.com/karanh/StarCatcher)

- Cross platform game (Android, IOS, Windows) where user moves around the screen to capture falling stars
- Game features integrate parallax, sprites, layers, particle systems, scenes, actions, sounds, and physics

### BB7K Monopoly Game – C++

[github.com/PTR/monopoly](https://github.com/PTR/monopoly)

- Multiplayer text based implementation of Monopoly using OOP concepts

### Mend-it-Mario – C#

[github.com/karanh/Mend-it-Mario](https://github.com/karanh/Mend-it-Mario)

- Single-player desktop recreation of famous Fix-it-Felix Jr. arcade game
- Utilized OOP paradigms to implement collision detection, enemy AI, and character animations for the level editor, villain, and obstacles classes to variably adjust difficulty for the user

### City Field – C#

[github.com/karanh/CityField](https://github.com/karanh/CityField)

- GUI includes a 2D grid array to construct a small scale city that can adjust to model real world economies
- Designed Unified Modeling Language diagrams to plan and organize all software components

## EDUCATION

**Candidate for Bachelor of Computer Science; University of Waterloo (2018 expected)**

## INTERESTS

- Crossfit Training, Folding Origami, Marvel Superhero Movies, Board Games, Coffee