Kevin Huynh

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Education

- **Georgia Institute of Technology**   Dec 2022 (expected graduation)
  - Bachelors of Science in Computer Science
  - Concentration in Information Internetworks and Media
  - GaTech Dean's list
  - GPA: 3.7/4.0
- **The Gwinnett School of Mathematics, Science, and Technology**   May 2018
  - High School diploma
  - GPA: 3.5/4.0

Work Experience

- **Teaching Assistant for CS 3451 (Computer Graphics)**   Aug 2021 - present
  Georgia Tech College of Computing - Atlanta, GA
  - Graded 30+ students' homework assignments and tests
  - Held weekly office hours every Tuesdays and Thursdays to help with students' code and tutor them about CS graphics concepts
- **Backend developer/Frontend developer**   Jan 2021 - present
  Community on Demand - Atlanta, GA
  - Helped develop backend code for the company's Android/IOS app that helps high school students explore the right career path based on the app's ability to expose their strengths and weaknesses in different fields
  - Utilized Android Studio/Dart language to develop the frontend code of the app, and used Firebase to store user login data to the cloud

Skills

- **Programming Languages**
  - Proficient: Java, Javafx, Python, C/C++, Javascript, Typescript
  - Comfortable: HTML/CSS, Dart, OpenGL, PHP
- **Tools**
  - Flutter, Android Studio, Git, Docker, Firebase, WebGL, Oracle VM Virtual Box, Unix/Linux

Projects

- **Intelligent Digital Communications VIP**   Aug 2021 - present
  - Helped with a vertically integrated project funded by Georgia Tech that focuses on the improvement of smart connected devices by enhancing wireless communications through the use of machine learning, software defined radio techniques, and digital signal processing.
  - Worked with the website maintenance utilizing PHP so that it worked with digital radio nodes connected to Bobby Dodd Stadium in order for them to correctly send data to our database
- **Personal Website** (*khuynh44.github.io*)   Dec 2020 - Jan 2021
  - Created a personal website using a mixture of HTML/CSS, Javascript, and NicePage website builder to showcase projects and testout web development skills.
- **Farm Simulation Game**   Aug 2020 - Dec 2020
  - Implemented a farming game with functioning User Interface and multiple game features such as planting, harvesting, buying/selling from the market, hiring workers etc.
  - Utilized JavaFx libraries and applied Object-Oriented Programming principles to manage and test code