

Kevin Huynh

Education

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- **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

Work Experience

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- **Full Stack Software Developer** Jan 2022 - present
[TECHtonics Research Group](#) - Atlanta, GA
 - Developing an ImageJ Plugin that assists research professors in the Georgia Tech School of Earth and Atmospheric Sciences analyze fission track dating in geological structures
 - Utilizing Java, JavaFx libraries, and ImageJ API to develop the frontend and backend of the software while integrating Earth and Atmospheric sciences concepts with code
 - **Teaching Assistant for CS 3451 (Computer Graphics)** Aug 2021 - Dec 2021
[Georgia Tech College of Computing](#) - Atlanta, GA
 - Graded 30+ students' homework assignments by developing test cases using Typescript code
 - Held weekly office hours every Tuesdays and Thursdays to help with students' code involving debugging as well as tutor them about CS graphics concepts in conjunction with linear algebra
 - **Full Stack Software Developer** Jan 2021 - Dec 2021
[NEXT Steps YEP](#) - Atlanta, GA
 - Helped develop 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 of work
 - Utilized Flutter stack with Android Studio to develop the frontend code of the app, and developed backend code by implementing Firebase API to store user login data

Skills

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- **Programming Languages**
 - Java, Python, C/C++, Javascript, Typescript, PHP, Dart, HTML/CSS
 - **Tools**
 - Flutter, Android Studio, Firebase, Git, Pandas, Javafx, Docker, WebGL, OpenGL, Oracle VM Virtual Box, Unix, Ubuntu, Vagrant, Node.js, P5.js, IntelliJ, Eclipse, Visual Studio Code

Projects

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- **Intelligent Digital Communications VIP** Aug 2021 - Dec 2021
 - 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
 - **Grocery Game Hackathon project (HackGT)** Oct 2021
 - Built an Android application that encourages consumers in the grocery store to buy more sustainable goods by gamifying the purchase of it and rewarding them with points
 - Utilized Figma to build a prototype as well as Java and Android Studio to build a working UI
 - **Farm Simulation Game** Aug 2020 - Dec 2020
 - Implemented a farming game with a functioning UI and multiple game features such as planting, harvesting, buying/selling from the market, hiring workers, etc
 - Utilized JavaFx libraries, FXML code, and applied Object-Oriented Programming principles as well as developed JUnit Jupiter and TestFx test cases to ensure a working game