

# Kyle Huynh

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## EDUCATION

**B.S. Computer Science & Software Engineering** | December 2019 – June 2023

- University of Washington Bothell – Bothell, WA
- GPA: 3.78
- Deans List (3 quarters)

## WORK EXPERIENCE

**Web Assistant** | *UW Department of Lab Medicine* | November 2020 – Present

- Managed digital web and social media content for multiple labs.
- Maintained optimal website performance and managed hosting environment.
- Built an automatic listserv that automatically adds and removes recipients on request.

## PROJECTS

[Task List](#) | *Personal Project* | May 2021

- Programmed a web application utilizing **MongoDB** to store and manage user login data and tasks
- Written using **HTML**, **CSS**, and **JavaScript** and learned about **Node** and **Express**

[Course Evaluation Catalog \(CEC\)](#) | *UW Hack From Home* | May 2021

- Collaborated with three others to conceptualize and prototype UW's CEC structure to display in a more user-friendly way
- Designed front-end data table with functioning filtering and search features using **HTML**, **CSS**, and **JavaScript**

[CorpseBound](#) | *UW Seattle Game Jam* | September 2020

- Lead a team of three to develop a desktop video game, *CorpseBound*, in one weekend, developed primarily in **C#**, learned about implementing **Git**.
- Implemented an A\* pathfinding algorithm to get enemies to engage with the player

## LEADERSHIP

**Vice President** | *Husky Game Dev Club* | September 2020 – Present

- Organizing quarterly hackathons and showcases for a club of 30+ aspiring game developers
- Hosting and leading workshops focused on teaching members about anything from programming to shading

## SKILLS

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

**Tools and Frameworks:** React, MongoDB, Git, Azure DevOps