Kyle Huynh

[kylevh@uw.edu](mailto:kylevh@uw.edu) | (206) 979-3939 | Mercer Island, WA

EDUCATION

**B.S. Computer Science & Software Engineering**

University of Washington Bothell – Bothell, WA

Expected Graduation: June 2023

GPA: 3.74

**High School Diploma**

Mercer Island High School – Mercer Island, WA

Graduated: June 2019

GPA: 3.6

WORK EXPERIENCE

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

* Responsible for maintaining digital web and social media content for multiple labs.
* Maintained optimal website performance and managed hosting environment.
* Created an automatic listserv that automatically adds and removes recipients on request.

PROJECTS

[**Task List**](https://simplytasks.herokuapp.com/) | April 2021

* Built a simple Web App that helps manage tasks; it can create, delete, and add due dates to tasks.
* Utilized **MongoDB** as a database for storing tasks and user data.
* Project primarily written using **HTML**, **CSS** and **JavaScript**, learned about **Node** and **Express**

[**College Course Evaluations Catalog**](https://devpost.com/software/university-of-washington-course-evaluation-catalog) | UWB Hacks From Home | April 2021

* Worked with a team of four students to conceptualize and prototype a new Course Evaluations Catalog so students can easily see previous evaluations of any college course.
* Designed front-end data table with basic filtering and search features using **HTML**, **CSS** and **JavaScript**.

[**2D Video Game**](https://kylevh.itch.io/corpsebound) | UW Seattle Game Jam | September 2020

* Worked as lead programmer with three other students on a desktop video game built using **Unity Game Engine**.
* Implemented a simple A\* pathfinding algorithm to find path between player and enemy
* Project primarily written in **C#**, learned about implementing **GIT**.

LEADERSHIP

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

* Husky Game Dev Club is a student-led organization whose goal is to encourage students of all backgrounds to collaborate and develop video games.
* Focused on membership recruitment, growing our club from 150 members to 270 members over the course of one school year by branding our club as an inclusive place not just for developers, but to make friends and find community.
* Held quarterly hackathons where students compete in creating video games following certain themes.