

DANIEL HUYNH

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EDUCATION

University of New South Wales (UNSW)

February 2020 - Present

- Bachelor of Computer Science - WAM: 73.640
- Achievements & Awards:
 - 1st Place | Prodigy Product Innovation Program Cycle 3 (2022)
 - 2nd Place | UCC x Oliver Wyman Trans-Tasman Case Competition (2021)
 - 2nd Place | EngSoc x Deloitte Case Competition (2021)
 - Semi-Finalist | Microsoft Protégé (2022)

North Sydney Boys High School (NSBHS)

January 2014 - December 2019

- Achievements & Awards:
 - NSBHS Falcon Award: Respect (2018)
 - Australian Maths Competition - Prize Award (2014 - 2017)

WORK EXPERIENCE

Diversey Australia - Warehouse Worker

August 2020 - August 2021

- Packaged, relabeled, and resealed Diversey sanitary products.
- Trained and assisted 10 new employees in company policies and procedures.

Private Tutor

January 2018 - March 2020

- Created educational material for mathematics and general ability, and adapted teaching styles to cater to students' learning methods and speeds, increasing their marks by an average of 22%.
- Relayed feedback to students and parents in Vietnamese.

PROJECTS - More projects and information available on my website

Portfolio Website - [Website](#) | [GitHub](#)

- A website that showcases my skills, projects, personality, and achievements on a responsive interface.
- Technologies used: React, NodeJS, HTML, CSS, JavaScript, TailwindCSS

Women in Technology Empowerment Mentoring Program Website - [GitHub](#)

- Collaboratively deployed the WIT EMP website to provide program mentees a centralized platform that updates them on upcoming events and mentors.
- Technologies used: NextJS, ReactJS, HTML, CSS, JavaScript

DestinATE Food Recommendation App - [Website](#)

- Collaboratively deployed the WIT EMP website to provide program mentees a centralized platform that updates them on upcoming events and mentors.
- Figma, Adobe Photoshop

EXTRA-CURRICULAR & VOLUNTEERING

Prodigi - Program Instructor

February 2023 - Present

- Coordinated teaching material on design thinking and Figma fundamentals for Prodigi's flagship Product Innovation Program (PIP) to support the learning of 30 program participants per cycle.
- Taught and closely facilitated the growth of 2 groups in Cycle 1, with one coming 2nd Place.

UNSW Computer Science & Engineering Society - UX/UI Subcommittee

January 2023 - Present

- Worked collaboratively in a team of 8 to develop, conceptualize, and produce high-quality design prototypes using Figma and Adobe Suite to implement into CS&ESoc's flagship projects that engage with 8,000 students.

UNSW Engineering Society - Publications Director

November 2021 - November 2022

- Designed and published multimedia using Adobe Suite to engage with 10,000 students on YouTube, TikTok and Issuu.
- Upskilled and facilitated the growth of 7 subcommittee members, resulting in 4 promoting to director roles.
- Redesigned the EngSoc mascot to better engage with general members through marketing schemes.

WORK EXPERIENCE

Programming: Languages (C, Python, HTML/CSS/JavaScript), NextJS, React/React Native, TailwindCSS.

General: Agile Methodologies, Adobe Suite (Photoshop, Illustrator, Premiere, Lightroom, Xd), Figma, Microsoft Office (Word, PowerPoint, Excel)