

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 Tans-Tasman Case Competition (2021)
 - 2nd Place | EngSoc x Deloitte Case Competition
 - Semi-Finalist | Microsoft Protégé (2022)

North Sydney Boys High School (NSBHS)

2014 – 2019

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

WORK EXPERIENCE

Diversey Australia – Warehouse Worker

August 2020 – August 2021

- Packaged, relabelled, and resealed Diversey sanitary products at an efficient rate of 250 products an hour.
- Trained and assisted 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 available on my GitHub and Portfolio

Portfolio Website

- This project helps display my personality, interests, projects, and experience on a centralised and aesthetic platform.
- **Technologies used:** React, NodeJS, HTML, CSS, JavaScript, TailwindCSS

Empowerment Mentoring Program Website

- This project helps display upcoming events, program sponsors and mentors for WIT's Empowerment Mentoring Program, allowing mentees to access all event information on a centralised and aesthetic platform.
- **Technologies used:** NextJS, NodeJS, HTML, CSS, JavaScript

DestinATE Food Recommendation App

- This project better supports restaurants and improves the customer decision-making experience with trusted recommendations from friends and family, being awarded 1st Place in the Product Innovation Program.
- **Technologies used:** Figma, Adobe Photoshop, Adobe Illustrator

EXTRA-CURRICULAR & VOLUNTEERING

UNSW Women in Technology – IT Subcommittee

March 2023 – Present

- Worked collaboratively in a team of 10 to design, develop and maintain WIT's technical projects.

Prodigi – Program Instructor

February 2023 – Present

- Coordinated teaching material for Prodigi's flagship Product Innovation Program (PIP) to support the learning of 30 program participants per cycle.

UNSW Computer Science & Engineering Society – UI/UX Subcommittee

January 2023 – Present

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

UNSW Engineering Society – Publications Director

November 2022 – 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.

SKILLS

Languages: English (Native), Vietnamese (Fluent)

Programming: Languages (C, Python, HTML/CSS/JavaScript), NodeJS, React/React Native

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