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HUY H. NGUYEN

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EMPLOYMENT

Test Automation Engineer, Contractor

Broadcom

05/2021 – 04/2022

- Developed a python automation framework for configuring and validating after building a new test environment setup. Analyzed validation data and debugged issues
- Developed and maintained tools to periodically check health of production testing stations and automatically recover once detect an issue
- Built a dashboard application for monitoring the health of production testing stations using Flask as backend and React JS as frontend

Computer Science Instructor

STEAM for Vietnam

09/2020 – Present

- Prepare materials and teach Computer Science foundation course (CS101) and game development (CS102) to children in Vietnam via live stream platforms

IT Support and Web Developer

UCLA

10/2019 – 05/2021

- Deployed websites on cloud AWS using Linux Docker images and Kubernetes
- Configured new equipment such as routers, wireless modems, desktops for the entire department.
- Created Customer Relationship Management tool using PHP, JavaScript, & MySQL to automate process for over 3000 contributors to input data using HashMap data structure

Researcher, Intern

Cyber Defenders

06/2018 – 08/2018

- Processed 18 malware datasets using Python for open-source libraries: NumPy, Pandas, Matplotlib
- Utilized TensorFlow framework to improve classification of future malware

EDUCATION

Los Angeles, CA

University of California, Los Angeles

March 2022

B.S.E. in Computer Science

GPA: 3.5

PROJECTS

- [Virtual router with NAT](#) UCLA Project - Built a virtual router which can receive raw Ethernet frames and process them just like a real router: forward them to the correct outgoing interface, create new frames, store MAC address and IP address in the looking table
- [Temperature Logger](#) UCLA Project - Programmed beaglebone board running on Linux platform to read temperature sensor and store data in remote server
- [Line Follower Robot](#) UCLA Project - Programmed TI-RSLK robot to follow various paths and improved the speed to 2ft/s by applying PID Algorithm (C++, Energia IDE)
- [Hand Gesture recognition Project](#) – Practical Project - Trained a hand gesture recognition model using OpenCV Python library with 92% accuracy using Transfer Learning and Convolutional Neural Networks
- [Reinforcement Learning](#) – Practical Project - Developed Neuron Network class and applied Genetic Algorithm to automatically play Flappy Bird game using Python

SKILLS

- **Programming Language:** Python, C/C++, JavaScript, Unix/Shell Java, Swift, PHP, MATLAB, LISP
- **Full-Stack Development:** Django, Flask, Node JS, WordPress, MySQL, React JS, Angular, HTML, CSS, Bootstrap
- **Tools:** Git/GitHub, Jupyter Notebook, Kubernetes, JIRA, Coda, Slack

CERTIFICATES

- **Fundamentals of Machine and Deep Learning** – Andrew Ng - coursera.org
- **TensorFlow in Practice Specialization** - Laurence Moroney – coursera.org