

Nicholas Huynh

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Education

BACHELOR'S COMPUTER ENGINEERING | DEC 2019 | UNIVERSITY OF FLORIDA

- GPA: 3.21
- Relevant Coursework: Data Structures and Algorithms, Operating Systems, Information Systems and Databases, Microprocessor Applications, Digital Design, Automated HW/SW Verification, Fund. of Machine Learning

Skills & Abilities

LANGUAGES & TOOLS

- Languages: Python (proficient.), C/C++ (prior exp.), Java (prior exp.), XMEGA and MIPS Assembly (prior exp.), VHDL (prior exp.), HTML (prior exp.), CSS (prior exp.), SQL (prior exp.).
- Tools: Intel Quartus Prime, ModelSim, Visual Studio, Atmel AVR, Oscilloscope, Waveform Analyzer, Wireshark.

Experience

MISSION SYSTEMS INTERN | GE AVIATION | MAY 2018 – AUG 2018

- Verified Python test scripts for new STS software development loads in support of the JSF Stryker F-35 and the Boeing P-8A.
- Performed system level verification testing to ensure compliance to the published ICD for the Stryker DAGR RSAM. Generated test reports and identified discrepancies that resulted in PRs to drive future software improvements.
- Used Wireshark to verify proper packet delivery over a new communications protocol.
- Coded Excel macros in Visual Basic to produce graphs required for analyzing field data.
- Designed and developed Wiki pages in support of engineering process management using HTML, CSS, and MediaWiki technologies. The primary focus was user experience and organization.
- Communicated with customers to ensure that product testing is following the desired requirements.

Projects

AQUARIUM MANAGER

- Designed and developed a web application to monitor and graph aquarium temperatures. Hardware used: Arduino, Raspberry Pi, temperature sensor. Software used: C++, Python, PHP, SQLite, HTML, CSS.

LED LEVEL

- Created a level to indicate varying degrees of tilt through LED color changes. Coded in C and accomplished using an ATxmega128A1U microcontroller and an accelerometer/gyroscope accessory board.

UF FREE FOOD

- Created a web application in a team of 5 that displayed free food opportunities at UF. Methodology used: Agile. Technology used: MongoDB, Express.js, Angular.js, and Node.js technologies.

Involvement & Volunteering

OUTREACH COMMITTEE | ASSOCIATION OF COMPUTER ENGINEERS | JAN 2015 – DEC 2016

- Collaborated with committee members to create new outreach events.
- Connected with local organizations and companies to hold workshops for young children.

INVOLVEMENT AND FUNDRAISING CHAIR | GATOR POWERLIFTING | JAN 2017 – ONWARD

- Trained for and competed in a USAPL collegiate powerlifting meet.
- Introduced and discussed ideas for supporting the team atmosphere and for fundraising events.