

Patrick Huynh

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Education

University of Waterloo

Waterloo, ON

Bachelors of Computer Science, Honours Co-op

Sept 2020 - Current

- Cumulative GPA: 3.94/4, President's Scholarship
- **Courses:** Object-Oriented Software Development, Data Structures and Data Management, Algorithm Design and Data Abstraction, Computer Organization and Design, Foundations of Sequential Programs

Work Experience

Software Engineer

Vaughan, ON

Martinrea Alfield Industries

Jan 2023 - April 2023

Front-end Developer

Vaughan, ON

Martinrea Alfield Industries

May 2022 - Aug 2022

- Implemented a portable and scalable application in **HTML/CSS/JS/React** that unifies different parts of the plant by creating a digital representation of the factory that will be used by various stakeholders including managers, maintainers, integrators, and developers
- Integrated the **Django-based RESTful API** and designed an abstract state management structure using **Redux Toolkit** and **Axios** to manage device registration, map configuration, and user authentication
- Led the development of a maintainable interface for a self-driving autonomous intelligent vehicle (AIV) using advanced **JavaScript/React** design patterns (**HOC, Provider, Hooks**)
- Developed a user-orientated map builder using **CytoscapeJS** to map the plant and store key data points including dimensions, landmark coordinates and border boundaries

Full Stack Software Developer

Kitchener, ON

The Co-operators

Sep 2021 - Dec 2021

- Launched a Business Continuity Plan software using **React** and **Node** so clients can digitize **CRUD** operations of different plans including business model plans used by over **120** clients nation-wide
- Consolidated data from the frontend by centralizing the application state using **Redux** and storing it into the database with **MongoDB**
- Assisted in creating the front-end interface for an A.I. based chat bot using **React** and **JavaScript** frameworks that would autonomously provide customer service for clients and customers
- Collaborated in an **Agile workflow** using **Jira** for ticket management, **Bitbucket** for version control, and **Confluence**

Projects

Biquadris (Tetris)

C++ (OOP), Bash, X11

- Designed and implemented a 2-player Tetris-based game that supports local multiplayer functionality
- Built in **C++** using **OOP** concepts (**polymorphism, SRP**), memory management principles (**RAII**) and various design patterns (observer, template, factory)
- Supports both a text and a graphical user interface (GUI built using X11)

Inventory Stock Bot

Python, BeautifulSoup, Twilio

- Developed a **Python** program to determine product availability used regularly by **4** clients to purchase high-demand items during the COVID pandemic
- Accessed, scraped, and parsed the HTML website using the **Requests** and **BeautifulSoup4** library to determine the desired products stock availability every 60 seconds
- Implemented an SMS notification system using the **Twilio API** to notify users when the product is in stock

Skills

Programming C/C++, Python (Pandas, NumPy), HTML/CSS, JavaScript (Node, React), MATLAB, R/R Studio

Certifications **Coursera:** Algorithms Specialization (Stanford), Algorithms (Princeton), Data Science (IBM), MATLAB (Vanderbilt)

Miscellaneous Shell (Bash/Zsh), Linux, Git, Microsoft Office