

# 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

### Incoming Software Engineer Intern

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 various JavaScript graphing frameworks (**CytoscapeJS**) to map out the entire plant and store key data points including dimensions, landmark coordinates and border boundaries for the AIVs path-finding algorithm

### Full Stack Software Developer

Kitchener, ON

The Co-operators

Sep 2021 - Dec 2021

- Launched a Business Continuity Plan software using **React, Redux, Node, and MongoDB** so clients can digitize the creation and storage 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 that was successfully used by 4 clients to purchase low-in-stock 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 comes back 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