

Quang Huynh

Rochester, NY | 585-351-4546 | qth9368@rit.edu | linkedin.com/in/quangs | github.com/quangshuynh

WORK EXPERIENCE

Software Engineer Co-op

KORE Wireless Inc.

Rochester, NY

Jan 2025 - Present

- Enterprise Applications Team

Self Determination Assistant

People Inc.

Rochester, NY

July 2024 - Present

- Used service plans to assist mentally-disabled individuals with daily tasks, shown by progress toward personal goals
- Managed budgeting, transportation, and care tasks, ensuring high accuracy and satisfaction
- Documented improvements and maintained detailed records to ensure data accuracy and regulatory compliance

EDUCATION

Rochester Institute of Technology, Rochester, NY

BS/MS, Computer Science (Accelerated Program)

Expected Dec. 2027

GPA: 3.63/4.00

- Richard T. Cheng Endowed Scholarship Recipient
- Farash Foundation's First in Family Scholar
- Presidential Scholar
- Dean's List (Fall 2023 - 2025)

PROJECTS

Aberration Guesser | Personal

Jan. 2025 - Present

- Built an interactive optical aberration guessing game using Vue, JavaScript, HTML, TailwindCSS, and Plotly.js
- Implemented random plot generation with dynamic data to simulate wavefront and transverse ray errors
- Designed modular, maintainable components for plotting, user interaction, and results display

AI Cooking Assistant | Group Project

Nov. 2024 - Jan. 2025

- Built a Flask-based AI tool generating recipes tailored to ingredients, budget, and dietary needs, promoting diverse and underrepresented cuisines
- Used Ollama and Weaviate VectorDB for fast recipe storage and retrieval using AI agents and vector search
- Empowered users with personalized, affordable meal options, supporting inclusivity and cultural discovery

AI Panel Game Application | Personal

Sept. 2024 - Nov. 2024.

- Built an interactive AI panel game in Python using Tkinter for real-time user-AI conversations
- Integrated Ollama API for AI responses, gauged by real-time conversations
- Designing a GUI to display chat history and user input, enhancing user experience

Astro & Hoppers Game | Group Project

Mar. 2024 - Apr. 2024

- Developed a 2D Astro puzzle game with JavaFX and PTUI based on ThinkFun's Lunar Landing
- Implemented breadth-first search, improving puzzle solution efficiency
- Applied MVC design pattern, measured by modularity and flexible UI options

Ngram Text Statistics | Academic

Nov. 2023 - Dec. 2023

- Managed NumPy and Matplotlib to develop tools that analyzed 4GB of Google Books data
- Achieved 95% accuracy in word comparison through cosine similarity analysis
- Generated visualizations, calculated by precise word frequency and trend analysis

SKILLS

Programming: Python, Java, HTML/CSS, JavaScript, C, SQL, VB.net React.js, PyTorch, Flask

Tools: Git, Linux, PyCharm, IntelliJ, VSCode, Visual Studio, Replit, MobaXterm, SSMS