Quang Huynh

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WORK EXPERIENCE

IoT Software Engineering Co-op   **Rochester, NY**
KORE Wireless Inc.   Jan. 2025 - May 2025
- Maintained and enhanced WPF UI features in a large legacy .NET codebase using XAML and MVVM architecture
- Built and optimized SQL stored procedures to enhance database performance and support backend operations
- Automated data workflows using Boomi in an Agile Scrum environment

Self Determination Assistant   **Rochester, NY**
People Inc.   July 2024 - Apr. 2025
- 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   **Expected 2028**
BS/MS, Computer Science (Accelerated Program)   GPA: 3.63/4.00
- Farash Foundation's First in Family Scholar (2023)
- Richard T. Cheng Endowed Scholarship Recipient (2024)
- Patrick P. Lee Scholarship Recipient (2025)
- 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, .NET, React.js, PyTorch, Flask
Tools: Git, Linux, PyCharm, IntelliJ, VSCode, Visual Studio, Replit, MobaXterm, SSMS