Quyen Huynh

Computer Science Major · Software Engineer · University of Virginia

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Skills

Languages Python · Java · C/C++ · Prolog
Data Management mySQL · R · JSON
Design and Media HTML/CSS/JavaScript · PHP · Django · Photoshop

Education

University of Virginia
Charlottesville, VA

Bachelor's in Computer Science, Major GPA: 3.6 — *Graduating May 2021*

- Relevant Courses: Data Structures and Algorithms, Artificial Intelligence, Usability Engineering, Software Development, Programming Languages, Programming Languages for Web Development (IP), Cybersecurity (IP), Database Systems (IP)

Experience

theCourseForum
Charlottesville, VA (Remote)

Developer — *January 2021 - PRESENT*

- Helped maintain and improve primary course review site at the University of Virginia
- Implemented additional features and improved UI with Django, Docker, and AWS

CS 111X: Introduction to Programming
Charlottesville, VA

Undergraduate Teaching Assistant — *August 2019 - PRESENT*

- Instructed fellow TAs on how to best lead and help students.
- Led 100-student labs on various introductory topics including python strings, dictionaries, and regex.

Patsy's
Washington, D.C.

Full-Stack Engineering Intern — *June 2018 - PRESENT*

- Designed, programmed, and maintained scheduling and commission applications for increased organization and efficiency for daily services.
- Used variations of Python, Django, HTML/CSS, Javascript, Java, and Spring.

Alarm.com
Tysons, VA

Software Engineering Intern — *March 2020*

- Integrated devices with current smart home applications, such as Alexa and Google Home
- Contributed to the device engineering team code base using C# and integrating with the latest technology for smart home technology

Projects

Finder
- A website that pings your current location and gives you a list of events nearby
- Implemented with Python, Django, and HTML/CSS. Also has Google log-in support and Google Maps libraries. Deployed via Heroku.

Scheduler
- Used interval scheduling algorithm as well as priority queues to create an ideal schedule for UVA students
- Implemented using Python/Django, with some HTML/CSS and regular expressions

Connect 4 AI
- Implemented Expectimax and Minimax with Alpha-Beta Pruning with various heuristics to create the ultimate Connect 4 AI
- Won against human opponents over 80% of the time

Payroll Commission Calculator
- Allows staff to clock in and out, as well as keep track of their sales/services and tips
- Contains different permissions for managers to adjust rates and staff only to see their own numbers
- Implemented with C and Unity