

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 Essentials, Advanced Software Development Techniques, Programming Languages, Computer Organization and Architecture, Discrete Mathematics, Theory of Computation, Programming Languages for Web Development (IP), Cybersecurity (IP), Database Systems (IP)

Experience

Computer Science Department at UVA

Charlottesville, VA

TEACHING ASSISTANT

August 2019 - PRESENT

- Increased productivity between all TAs by over 200% by developing a TA Guide website to answer commonly asked questions and bugs
- 100% attendance rate, with over 99% positive feedback from students
- Led weekly lab groups to aid up to 100 students with Python concepts and programming assignments, in addition to office hours

Patsy's

Washington, D.C.

SOFTWARE DEVELOPER / DESIGNER • PART-TIME

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
- Got 100% positive feedback from peers and product leads

Projects

Finder

- A website that pings your current location and gives you a list of events nearby
- Integrates with Google Maps, Google Calendar, iCal, Facebook Events, etc. to compile all possible meetings and generates a comprehensive list of events.
- Implemented with Python, Django, and HTML/CSS. Also has Google log-in support and Google Maps libraries. Deployed via Heroku.

Scheduler

- Python project that scrapes available classes, allows users to select their desired courses and optional restrictions, and creates the ideal schedule for them
- 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
- Used Python in conjunction with Pygame

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