Jimmy Huynh

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EDUCATION

Virginia Polytechnic Institute and State University.   Blacksburg, VA
Currently Pursuing a Bachelor of Science in Computer Science
GPA – 3.3   *Grad: May 2023*

PERSONAL PROJECT EXPERIENCES

Photography Website - HTML, React.js, Email.js, Material UI/CSS   *12/2022 – 01/2023*

Planned, developed, and leveraged my knowledge in front-end development to utilize essential frameworks to cumulate a functional website that seamlessly displays my own eye-catching photographs.

- Implemented 10 fully animated photo albums that offer a quality experience for the user.
- Utilized React.js & Material UI to create a responsive website for desktop, tablet, & mobile.
- Handled development by extending the Git repository on Vercel to allow for public access and browsing.
- Incorporated Vercel analytics to study user traffic and study which pages they are visiting, operating systems they are on, and what browsers they view the website on.

POWOW (Web Chat Application)- MongoDB, Express, React & Node, Material UI   .   *09/2022 – 12/2022*

Successfully collaborated on a team project to build on a web chat application that utilizes the MERN stack which allowed for a seamless full-stack development and a dynamic user interface for real-time communication.

- Created an application that allowed for users to join and/or create video rooms to conversate on.
- Took responsibility of front-end development by utilizing React.js with Material UI to create a responsive UI.
- Assisted with connecting MongoDB with our front-end client to display user chat logs and room interactions.
- Effectively utilized Git repository to collaborate on code with other team members which allowed for productive meetings and to stay on track with the semester schedule with creation of a minimal viable product.
- Utilized Agora API to offer automated token generation for video streaming authentication for customers to use and authenticate with.

Fork-Join Framework (Multithreading) – C   *10/2022 – 10/2022*

Achieved a successful implementation of a small fork and join framework that allows for parallel execution of programs by implementing a multithreading system for optimization of specific tasks.

- Created a thread pool implementation that allows for dynamic task parallelism.
- Enhanced efficiency by utilizing a work stealing thread pool approach to reduce contention between working tasks.
- Effectively utilized pthread mutexes to synchronize tasks and to implement devices to prevent deadlocks & data races.
- Properly executed pair programming technique by utilizing Git repository to share and elaborate on code.

Geographic Information System (GIS) - Java   *03/2022 – 04/2022*

Responsible for designing an efficient system to parse, store and search for geographic features by utilizing key data structures learned from previous courses that showcase our learning of the concepts in data structures.

- Improved upon a GIS application that parses files via command line instructions and then outputted such requests for at least 20+ commands.
- Enhanced data collection by using a multi-integrated data structure database.
- Retrieve 100+ daily records by matching specific key features by geographic coordinates, names, states.
- Utilized hash table, bucket PR quadtree's, & Buffer Pool as an implementation to improve storage and search.

KEY TECHNICAL SKILLS

Java | Python | C | Git | Linux | Agile Methodology | React | HTML + CSS | Effective Communication | C++ | Kotlin | NodeJS | JavaScript | Software Development | SQL

WORK EXPERIENCE

Food Lion (Cashier & Grocery Stocker)   03/2020 - 07/2020

- Contributed to store by managing their points of sale systems providing experience with professionalism and time management skills.
- Acted as a point of contact between management and employees to optimize operations and deliver
- Worked effectively with the team of multiple instances