Brandon T. Huynh

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EDUCATION

California State University, Fullerton   Fullerton, CA
Bachelor of Science in Computer Science   *August 2022 – May 2026*

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, HTML/CSS, Java, PHP
Frameworks: Node.js, Vue.js, Next.js, Laravel
UI/UX Tools: shadcn/ui, bootstrap
Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, IntelliJ, MongoDB, Pusher, JWT
Libraries: MythicMobs, ModelEngine, React
Software: BlockBench
Platforms: Linux, Google Cloud, Ubuntu

PROJECTS

Full-Stack Minecraft E-Commerce Website | *PHP, Laravel Blade, Bootstrap*   Nov 2024 – Present
- Developed a responsive website for purchasing in-game Minecraft items.
- Integrated automated item delivery, ensuring seamless in-game transactions for clients.
- Built an admin panel with CRUD functionality to manage item inventory, user accounts, and transaction logs.

Corporate Task Management System | *Next.js, shadcn/ui, PHP, MySQL*   April 2024 – September 2024
- Implemented a controlled access management system for secure logins managed by administrators.
- Implemented attribute-based access control to protect from unauthorized users and actions.
- Collaborated with a backend developer to ensure the front-end and back-end work well together.
- Created easy-to-use task scheduling and updating features that help teams work better together.
- Enabled real-time collaboration with functionalities for updating tasks.

GoopDropToContainer Minecraft Plugin | *Java*   August 2024 - September 2024
- Implemented a command system for creating and managing custom item containers.
- Integrated with MMOItems for advanced item type categorization.
- Designed a priority-based item sorting system.

Server Management | *Google Cloud Platform, Linux*   December 2023 – Present
- Managed and maintained multiple game servers hosted on Google Cloud.
- Configured and administered server environments using Linux.
- Optimized server settings to handle user load and data management efficiently.

Real-Time Chat Application | *Vue.js, Node.js, MongoDB, Pusher, JWT*   December 2023 – May 2024
- Developed a real-time chat application for user registration, login, and profile management using Vue.js.
- Implemented secure authentication and session management with JSON Web Tokens (JWT).
- Storing user data, chat messages, and room details with MongoDB.
- Developed the backend in Node.js, focusing on scalability and easy maintainability.

Custom Mobs Development | *MythicMobs, ModelEngine, BlockBench*   April 2020 – October 2021
- Designed and sold custom mobs for Minecraft.
- Utilized MythicMobs to make behaviors and attack patterns for each mob.
- Created unique 3D models and animations for each mob using ModelEngine and BlockBench.
- Collaborated with Minecraft server administrators to enchant player engagement and game challenge.

VOLUNTEER EXPERIENCE

OC Marathon Volunteer   Newport Beach, CA
Supported event logistics and participant services during race day operations   *May 2022*
- Assisted with participant check-in and ensured smooth event coordination for over 1,000 attendees.
- Collaborated with team members to address participant needs and ensure a successful event.

ADDITIONAL INFORMATION

No sponsorship required (U.S. Citizen).