

Tin Huynh

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EDUCATION

Bachelor of Science in Computer Science | August 2019 – August 2021 | Georgia State University, Atlanta, GA

- Concentration: Software Engineering.
- Related coursework: Algorithms and Designs (Java), Data Structure (Java), Mobile App Dev (Dart, Flutter, AWS, Firebase, API), Operating Systems (Java, C), Probability and Statistics for Computer Science (Java), Programming Language Concepts (Haskell/Prolog), Software Engineering (Agile/Scrum, Android Studio - Java), System-Level Programming (C/C++), Web Programming (HTML, CSS, PHP, JavaScript).
- Awards: President's List, Dean's List | GPA: 3.86

Bachelor of Arts in Philosophy | August 2014 – May 2016 | St. John's University, Queens, NY

- Minor: Theology.
- Graduation honor: Magna Cum Laude | Awards: Dean's List.

Associate of Science in Computer Science | August 2011 – May 2014 | Georgia Perimeter College, Clarkston, GA

- Graduation honor: High Honor | Awards: Dean's List, STEM Awards.
- Related coursework: Calculus 1-2-3, Linear Algebra, Principles to Computer Science I-II (Java).

SUMMARY OF SKILLS

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| • Language (entry-level): Assembly, C/C++, Dart, Haskell, Java, Prolog. | • API: Firebase API, Ipinfo API. |
| • Web Dev (entry-level): CSS, HTML, JS, and PHP | • Networking: LAN and OpenWRT. |
| • Mobile App Dev (entry-level): Dart, Flutter. | • Tools: Android Studio, Eclipse IDE, Flutter, ghci (C compiler), git CLI, Github, Linux CLI, Notepad++, Sublime text, Visual Studio 2017, Zenhub. |
| • Framework: Agile/Scrum. | |
| • Cloud: AWS, NoSQL db – Firebase db. | |

PROJECTS

- Build a networking system for Windows and Linux using OpenWRT and cascade technique.
- Develop Student Database Management System in C language.
 - This system was developed in a Linux environment and run in Linux terminal. There are three classes of users for the system, which are administrators, professors, and students. Each class of users has their own set of control with admins have the full control over the database. The database is written in binary for security and privacy.
- Develop a computer simulation for Monte Carlo Method in Java.
 - This program uses Monte Carlo method to simulate a network of 20 computers and show how virus spread from one computer to other computers in the network with probability of 0.01. The number of simulations will range from 50,000 to 500,000.
- Develop several chat applications with and without Google AdMob using Dart, Flutter, and Firebase API.
 - In this project, I developed a simple chat application for two users and another chat application for a group of users. I utilized Google Firebase Authentication and Cloud Database to register users, log users in, and store users' chat messages.
- Team leader and developer of hidden object game using html, css, and php.
 - Because this project was restricted from using Javascript, the main code of the game was written in php. The trick for php code to work was table mapping method, which meant that I created a big table layer on top of the game image and manually map the hidden objects in the image to the table.
- Team leader, code reviewer and merger, and developer of an e-commerce website that offers rental and parking services.
 - This project was written mainly in Javascript. The website will allow users to reserve a car rental and/or parking spot with confirmation code, check the parking spot availability, and store and retrieve their information from the Google Firebase database. Admin users will have full control over the website.
- Project manager, Scum master, collaborator, code reviewer and merger for Baby Buddy app, which helps prevent such events that parents forget their babies in their cars for extended period of time, using Agile framework, Zenhub, Google Firebase, and Android Studio.