Tin Huynh

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EDUCATION

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

- Concentration: Software Engineering.
- Related coursework: Data Structure (Java), Probability and Statistics for Computer Science (Java), System-Level Programming (C/C++), Operating Systems (Java, C/C++), Web Programming (HTML, CSS, PHP, JavaScript), Algorithms (Java), Programming Language Concepts (Haskell/Prolog), Software Engineering (Agile/Scrum/Scrum Master, Android Studio - Java).
- Awards: President's List, Dean's List | GPA: 3.82

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 I-II-III, Linear Algebra, Principles to Computer Science I-II (Java).

HONOR SOCIETY

- Phi Sigma Tau - the International Honor Society for Philosophers.
- Theta Alpha Kappa - the national honor society for religious studies and theology.

SUMMARY OF SKILLS

- **Language**: C/C++ (Beginner), Java – OOP (Beginner), Assembly (Beginner), Haskell (Beginner), Prolog (Beginner), HTML (Beginner), CSS (Beginner), PHP (Beginner) JavaScript (Beginner).
- **Framework**: Agile/Scrum/Zenhub.
- **Cloud**: Firebase, and some knowledge about Azure and AWS.
- **Networking**: LAN and OpenWRT.
- **Tools**: Eclipse IDE, ghci-terminal, Visual Studio 2017, Android Studio, Linux terminal, Github, notepad++, Sublime text.

PROJECTS

- Build a networking system for Windows and Linux using OpenWRT and cascade technique.
- Develop a simple, functional Student Database Management System using C language.
- Develop a simple Autocomplete model in Java.
- Develop a simple Task Manager app for Android.
- Develop a computer simulation for Monte Carlo Method in Java.
- Develop a personal homepage using html and css.
- Develop a prototype of poker card game using html and css.
- Team leader and developer of hidden object game using html, css, and php.
- Develop matching/memory game using html, css, and Javascript.
- Team leader and developer of Conway's The Game of Life using html, css, and Javascript.
- Project manager, Scum master, and collaborator 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, Firebase, and Android Studio.