

Tyler Huynh

📞 (717) 816-2919 | 📩 tyler02huy@gmail.com | 💬 [LinkedIn](#) | 🌐 [GitHub](#) | 📥 [Portfolio](#)

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, HTML/CSS, SQL, Java, C, C#, C++

Frameworks & Libraries: React, Next.js, Node.js, RadixUI, TensorFlow/Keras, Gradio, OpenCV, NumPy, Pydantic

Databases & Platforms: PostgreSQL, MySQL, Supabase, Vercel, Render, Cloudflare, Azure, AWS

Developer Tools: Git, Docker, Vite, ESLint, Prettier, Figma, Storybook, pytest, n8n

Core Concepts: Data Structures and Algorithms, Object-Oriented Programming, Full Stack Development, System Design, Version Control, Agile Methodologies, Testing and Debugging, RESTful/GraphQL APIs, WebSockets, Asynchronous Programming, LLM Integration, Prompt Engineering, Deep Learning, Computer Vision

EDUCATION

University of California, Davis

Davis, CA

Bachelors of Science in Computational Cognitive Science (Computer Science Emphasis)

August 2025

EXPERIENCE

Chevron

Davis, CA

Full Stack Software Engineer Intern

April 2025 – July 2025

- Collaborated with product managers and designers to deploy a web-scraping tool that automated data collection
- Integrated **OpenAI's API** with a **Python**-based scraping pipeline to extract and summarize metrics, and programmed a full-stack web application with **Next.js**, **FastAPI**, and **PostgreSQL** tailored to clients' needs
- Directed frontend architecture by establishing component guidelines, outlining schema structure, and reviewing teammates' code to ensure consistency with UI/UX principles and streamline production of scalable dashboard
- Delivered a product that cut research time by **88%** (4 hours to 30 minutes) with **95%** summarization accuracy

CodeLab

Davis, CA

Open-Source Software Developer

February 2025 – April 2025

- Contributed reusable **Progress Bar** and **Stepper** components to the club's UI library using **TypeScript** and **Tailwind CSS**, and wrote technical documentation of behaviors, states, and accessibility in **Storybook**
- Led to selection for Team Chevron, resulting in cross-functional collaboration with other developers and designers

PROJECTS

AI-Powered Resume Auditor (GitHub)

Python, OpenAI API, Anthropic API, asyncio, pytest

November 2025

- Developed a CLI tool that parses resumes against job descriptions using AI to identify missing keywords, generate optimized bullet rewrites, and recommend quick-learn skills, streamlining the process of tailoring job applications
- Designed an async pipeline coordinating GPT-4 and Claude with **QA feedback loops**, using **Pydantic** for type-safety and **HTTPX** for simultaneous API calls that cross-verify LLM outputs to prevent hallucinations

Real-Time Hand Gesture Recognition (GitHub) (Demo)

Python, TensorFlow/Keras, OpenCV, Gradio

September 2025 – November 2025

- Built a full-stack computer vision application using machine learning to classify 12 hand signs with **93% accuracy**, enabling live webcam streaming that delivers instant prediction feedback through an interactive web interface
- Implemented an end-to-end ML workflow from data collection (custom **OpenCV** script) to deployment: trained **VGG16** model with transfer learning and data augmentation, and deployed inference backend on **Gradio**

CoDraw (GitHub) (Demo)

React, TypeScript, Vite.js, Tailwind CSS, Cloudflare Workers and Durable Objects, WebSockets

October 2025

- Developed a lightweight collaborative chalkboard web application that enables multiple users to draw simultaneously through WebSocket-based synchronization, while achieving a **sub-500ms** load time
- Utilized a serverless backend with **Cloudflare Workers** and **Durable Objects** to manage real-time room-based connections, and implemented state sync protocol ensuring consistent canvas state for all concurrent users

UCD HackNight Grant Recipient: MiPi5

Raspberry Pi 5, PiVPN (WireGuard), Pi-hole, RetroPie, Jellyfin

March 2025 – June 2025

- Gained knowledge about system configuration and network security expertise, alongside self-learning and technical presentation through exploration of weekly Pi5 home-lab projects, which were then demoed to live audiences