

Tyler Huynh

☎ (717) 816-2919 | ✉ tyler02huy@gmail.com | [in LinkedIn](#) | [GitHub](#) | [Portfolio Website](#)

EDUCATION

University of California, Davis

Davis, CA

Bachelors of Science in Computational Cognitive Science

EXPERIENCE

Nails By Rose

Remote

Freelance Full-Stack Developer

Sept 2025 – Present

- Designing and building a full-stack booking platform for a local salon using **Next.js**, **Supabase**, and **Twilio**, enabling online scheduling with automated SMS confirmations and reminders, an admin dashboard for managing technician availability, along with fraud prevention with **Cloudflare Turnstile** and **Upstash Redis**

Chevron

Davis, CA

Software Engineer Intern

Apr 2025 – July 2025

- Deployed a web-scraping tool that automated the collection of corporate sustainability metrics, reducing research time per company by **88% (4 hours to 30 minutes)** with a **95% accuracy score** on the summarized data
- Integrated **OpenAI's API** with a **Python**-based scraping pipeline to extract and summarize data, and engineered a full-stack system with **Next.js**, **FastAPI**, and **PostgreSQL on Azure** for structured, scalable storage
- Led frontend development by coordinating tasks among teammates, standardizing components, and integrating APIs, while engaging with designers and gaining expertise in schema design and cross-functional collaboration

CodeLab

Davis, CA

Open-Source Software Developer and Mentor

Feb 2025 – Apr 2025

- Contributed reusable UI components(**Progress Bar** & **Stepper**) using **TypeScript** + **Tailwind CSS**, aligning with Figma design, supporting multi-variant styling, and advancing the UI library for use across internal teams
- Advised peers through pull request reviews and mentoring on design implementation and coding standards

PROJECTS

Naruto Hand-Seal Identifier

Python, TensorFlow, OpenCV, NumPy, Pillow, MediaPipe

Sept 2025 – Present

- Developed a deep learning pipeline with **Python**, **TensorFlow**, **OpenCV**, and **MediaPipe**, applying transfer learning with **VGG16** to classify custom hand sign data from webcam input

Phaser Arcade Game

Aseprite, Phaser 3, TypeScript, Vite, Next.js, Supabase (PostgreSQL), Docker

Aug 2025 – Present

- Created a browser-based arcade game using **Phaser 3** + **TypeScript** with custom player/enemy AI mechanics and arcade-style gameplay, with a **Supabase**-powered live leaderboard enabling instant score updates
- Expanded knowledge in game development and building utility libraries to streamline future development

Null-Room

C# (.NET 8), ASP.NET Core Minimal APIs, SignalR, Serilog, Docker, Render

June 2025 – Sept 2025

- Built an anonymous, real-time chat application using Next.js and **C#/.NET 8** + **SignalR**, featuring temporary, code-locked chatrooms with in-memory messages that are automatically cleared on timeouts or room closures
- Gained hands-on experience with rate-limiting, WebSockets, and **Render** deployment while implementing privacy safeguards and strengthening skills in scalable architecture, cloud deployment, and security best practices

UCD HackNight Grant Recipient: MiPi5

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

Mar 2025 – June 2025

- Awarded a micro-grant to explore the potential of the Pi5 by configuring a home-lab with PiVPN + Pi-hole for secure remote access, Jellyfin for self-hosted cloud and media streaming, and RetroPie for retro gaming emulation
- Enhanced system configuration and network security expertise, alongside self-learning and technical presentation

TECHNICAL SKILLS

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

Technologies: Vercel, Render, Docker, Azure, PostgreSQL, Supabase, TensorFlow, OpenCV, MediaPipe, NumPy

Concepts: Data Structures & Algorithms, System Design, Object-Oriented Programming, Software/Web/Game Development, Testing & Debugging, RESTful APIs, WebSockets, CORS, Rate Limiting