Vy-Kha Huynh

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EDUCATION

McGill University

September 2020 - April 2024

Montreal, QC, Canada

• Bachelor of Engineering - BE, Software Engineering

LANGUAGES AND SKILLS

- Languages: English, French
- Programming/Scripting Languages: Java, Python, SQL, C, JavaScript, Bash, HTML, CSS, Swift, SwiftUI
- Framework/Libraries: React.js, Vue.js, NumPy, Pandas, scikit-learn, Spring
- Version Control: Git, GitHub, GitLab

WORK EXPERIENCE

IOS Full-Stack Developer (SwiftUI, Swift, Stripe)

May 2023 - Present

CPK Solutions (Montreal, QC, Canada)

- Collaborated with UX team and other full-stack developers to develop a POS integrated with a management system app allowing restaurants to manage orders, clientele and staff using a single software.
- Created and assimilated modular views which allow for displaying, searching, and filtering products, employees, and customers to provide a reliable, reusable, and efficient way to display items for a better user experience.
- Integrated the payment system Stripe to the application for both the POS, facilitating the process of buying products, and the employees remunerations.
- Connected and managed the interactions and queries between the app and the database using Swift improving how efficiently the data is retrieved and updated.

AI French Transcriber

May 2022 - September 2022

LXT AI Inc (Mississauga, ON, Canada)

- Transcribed over 150,000 audio utterances in French to aid in the software development and enhancement of voice recognition for major tech companies, resulting in a 96% accuracy rate.
- Assisted in the software development and training of voice recognition by providing accurate and timely transcriptions, consistently maintaining a speed between 300 and 350 utterances per hour.
- Transcribed telephonic conversations in French to improve the voice recognition during phone calls for major banking companies, resulting in a 94% accuracy rate.

PROJECTS

CIFAR10 MLP Multi-Classifier (Python, Numpy, Pandas, scikit-learn, Google Colab)

February 2023 – May 2023

- Collaborated with a 3-member team to develop an MLP classifier that classifies the CIFAR-10 dataset images.
- Implemented Gradient Descent and Stochastic Gradient Descent (SGD) from scratch with backpropagation achieving a model accuracy of 86%.
- Developed fit/predict class functions to train and test the MLP with tunable hyperparameters such as number of hidden layers and number of hidden units for each layer to allow a better modularization of the code.

Bankruptcy Logistic Regression Classifier (Python, Numpy, Pandas, Google Colab)

January 2023 – February 2023

- Collaborated with a 3-member team to implement a logistic regression classifier that detects bankruptcy based on statistics from the ENB2012 dataset.
- Implemented Gradient Descent, Stochastic Gradient Descent (SGD) and Mini Batch Gradient Descent from scratch, optimizing the model's performance and reducing computational time and ensuring a model accuracy of 98%.
- Conducted rigorous testing and validation to ensure the model's robustness and reliability against real-life statistics.

Soccer World Cup Database (Java, db2, JDBC)

January 2023 - May 2023

- Collaborated with a 2-member team to design a Soccer World Cup database that keeps track of statistics of players, matches and stadiums.
- Designed and implemented the architecture and schema for the database, ensuring data integrity and scalability.
- Automated table creation and population using Bash scripts, reducing manual errors, and saving time for future database updates.

 Optimized the database performance by fine-tuning queries, resulting in faster query response time and improved user experience.

PourDecisions (JavaScript, React.js, HTML, CSS, MongoDB, Figma)

January 2022 - May 2022

- Collaborated with a 10-member team enforcing Agile practices to develop an online drink sharing platform allowing
 users to share, save, and randomize drink recipes.
- Designed and implemented the frontend for creating accounts and user profile's pages, resulting in a more intuitive and engaging user experience.
- Developed REST APIs for creating and updating user accounts, providing secure and reliable backend functionality.
- Ensured platform quality by writing and executing Cucumber acceptance tests and user stories with Gherkin syntax, resulting in the identification, and fixing of several critical bugs.
- Collaborated with the UX team to create wireframes and prototypes in Figma, enabling seamless communication and
 efficient design iterations.

Online Library Website (Java, JavaScript, Android Studio, Vue.js, HTML, CSS, PostgreSQL)

September 2021 – December 2021

- Collaborated with a 6-member team enforcing Agile practices to create an online library management system
 allowing users to browse catalogs, rented items and allow head librarians to manage employees.
- Implemented the frontend for managing borrowed items and managing librarians/employees' pages, enabling customers to view their borrowed items and facilitate employment management for the head librarian.
- Developed REST APIs for creating, deleting, and updating head librarians and librarians, streamlining employment management.
- Led testing efforts, designed, and executed persistence layer testing, unit tests, and integration tests to ensure system stability and reliability.

Online Car Shop Backend (Java, JavaScript, Spring, Umple, HTML, CSS)

January 2021 - May 2021

- Collaborated with a 6-member team enforcing Agile practices to create the backend of an online platform for scheduling and managing car garage appointments.
- Developed the business functions for viewing and managing appointments page, resulting in a streamlined process for sales representatives and a better user experience for customers.
- Implemented RESTful APIs for scheduling, canceling, and updating appointments, as well as offered services to allow users to receive data within 0.5 seconds, increasing throughput and decreasing response time.
- Designed Cucumber acceptance tests to ensure that the appointment management features met user needs and were free of defects.