

TUAN A HUYNH

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<https://tuanhuynh52.github.io/PersonalWebsite/>
<https://github.com/tuanhuynh52>

PROFILE AND OBJECTIVES

An entry level and independent student with academic experience in learning software development, database management system, and related mobile app programming. Good communication skills with a background of working co-op and individual. Interest research online and study on the internet. Technically proficient skills in Microsoft Office (any version), developing software, and other compilers for coding.

EDUCATION

B.S. Computer Science and Systems
University of Washington

December 2016
Tacoma, WA

Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms, Software Development and Quality Assurance, Machine Organization and Architecture, Database Systems Design, Mobile Application Programming, Server-Side Web Application

TECHNICAL SKILLS

- **Experience:** Java, Android, Python, C
- **Familiar with:** Android Mobile Programming, HTML, CSS, SQL, JavaScript
- **Frameworks:** Bootstrap, Swing
- **Technologies:** Android Studio, Eclipse, Visual Studio, MYSQL, SQL, NetBeans

PROJECTS - <https://tuanhuynh52.github.io/PersonalWebsite>

Estate-Value-Zillow Java Android Application - <https://github.com/tuanhuynh52/Estate-Value-Zillow>

- An application allows user to search their home property value, view property information, and compare to values of neighborhood's properties.
- Parsing Zillow XML and Google Places API which applied for MapView
- Designing layout for each fragment with different menu icons and tab colors.
- Java, XML, Google Places Web Service
- Target SDK: 24 but required minimum SDK 21 (Lollipop)

Tetris Game – Java Programming - <https://github.com/tuanhuynh52/Tetris>

- A game GUI application is developed into two parts: model and view based on Java Swing to create a beautiful and understandable view for player to interact with the game
- This application is providing interfaces and classes for dealing with different types of events fired by AWT components. An event listener register with an event source code to receive notifications about the events of a particular type.
- For example, an event of arrow keys is registered to control the rotation of a current moving piece and the speed of moving of a particular piece.

Silent Auction – Java Programming - <https://github.com/tuanhuynh52/Antarctica>

- A GUI java application is created by a group of four in order to provide the users a place to bid and sell an item in the auction.
- The application is also interacting with Java Swing to provide a good view and good knowledge for the user to deal with a particular event provided in the application.

Personal Website – HTML CSS Bootstraps - <https://github.com/tuanhuynh52/PersonalWebsite>

- A simple web application which holds my information and projects.
- HTML, CSS, and some basic bootstraps

Connect4- Python Programming - <https://github.com/tuanhuynh52/Final-Connect4>

- Python game application which allows human play with AI computer.
- Using TKinter to implement board GUI and applying minimax algorithm with some common data structures.
- Python – Artificial Intelligent bot

Computer Store – Microsoft SQL Access - <https://github.com/tuanhuynh52/Project-SQL-Computer-Store>

- Database management system – create, store, and update the information of customers and computers on sale.
- Relational Algebra, SQL queries, and normalization are used to interact and deal with information from two tables (Computer and Customer)

Read files – LinkedList – C Programming - <https://github.com/tuanhuynh52/C-LinkedList>

- A simple C program is used to read 2 files name RedBadge.txt and LittleRegiment.txt from the parent directory using fopen command.
- The program searches and counts the top of 50 duplicate words and then it uses bubble sort algorithm to sort the count of each word in ascending order.
- Applied LinkedList using Struct keyword