Karan Huynh

3A Computer Science
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TECHNICAL SKILLS

- Languages: **Java, JavaScript, C#/C++/C, Python, HTML/CSS, Ruby, Bash**
- Technologies: Node.js, Bootstrap, Linux/Unix
- Googling fast
- Design: Adobe Photoshop, Illustrator, Flash, Dreamweaver
- Software Practices: Scrum, Agile
- Tools: Git, JIRA, Jenkins, Vagrant, IntelliJ, Hybris, Visual Studio, jQuery, Docker

WORK EXPERIENCE

Software Engineering Intern — Cupertino, CA
SugarCRM Inc. - Web Services — Jan – May 2016

- Improved test accuracy rate by **15%** -- involved researching and analyzing bottlenecks in a series of non-deterministic tests and implemented a solution from scratch
- Optimized data analysis process; reducing run time by **over 200%** by adding asynchronous events
- Designed and implemented internal library functions for browser test automation to dynamically determine page load completeness

Project Manager — Toronto, ON
Loblaw Digital - ECommerce — Jan – May 2015

- Project manager of joefresh.com -- mandated contractors, built deployments, and planned weekly sprints
- Improved build procedure by **over 50%** by proposing an automated solution
- Trained new team members on backend integration, storefront design, and RESTful APIs
- Received an **Outstanding** performance evaluation (**highest possible**)

Software Developer Intern — Toronto, ON
Environment Canada - Research Team — May– Aug. 2014

- Reduced loading time by **over 70%** by automating a high resolution layer image rendering process
- Wrote scripts to clean data for scientific researchers

PROJECTS

MIPS Compiler

- Placed top 10 in the compiler optimization contest in CS 241: Intro to Compilers course

Monopoly

- Multiplayer text based implementation of Monopoly using OOP paradigms

Mend-it-Mario

- Single-player desktop recreation of famous Fix-it-Felix Jr. arcade game
- Utilized OOP paradigms to implement collision detection, enemy AI, and character animations

City Field

- GUI includes a 2D grid array to construct a small scale city that can adjust to model real world economies
- Designed Unified Modeling Language diagrams to plan and organize all software components

EDUCATION

Candidate for Bachelor of Computer Science - *University of Waterloo* (2017 expected)

- *Executive of Women in Computer Science Undergrad Committee*
- *Placed top 10% in the Canadian Computing Contest in 2011-2012 (Competitive Programming)*

INTERESTS

- Crossfit Training, Folding Origami, Marvel Superhero Movies, Board Games, Coffee, Laughing