

Kaitlyn Huynh

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EDUCATION

Bachelor of Science (B.S) Creative, Technology & Design

May 2023

University of Colorado Boulder, Boulder, CO

- GPA: 3.74 / Major GPA: 3.91
- Relevant Coursework: Intro to Computer Science, Data Structures, Front-End Development, Mobile App Development, Human Computer Interaction, Software Development Methods and Tools, Object Oriented Analysis & Design, Web, Intensive Programming Workshop, Big Data Architecture

EXPERIENCE

Intern, The Trade Desk / Core Experiences Team Denver, CO

May 2022 – August 2022

- Developed an upload resource feature allowing traders to send resources to clients and populate client view with pushed resources using React, TypeScript, and C#
- Utilized Provisioning database for uploading and grabbing resources in application
- Collaborated with other SWE interns and PM interns on team project following Agile methodology using Git and Jira
- Incorporated use storage services including S3 and Cloudberry to allow for uploading and storing files

Student Developer, University of Colorado, Boulder / Office of Registrar Boulder, CO

March 2021 – 2022

- Collaborated with University of Colorado, Boulder employees to develop websites on and work on projects for various departments primarily deploying XML, JavaScript, HTML, and Web Express

PROJECTS

Team Member (Front-end), Academic Project / Playlist Genie Boulder, CO

May 2023

- Worked with teammates to develop full-stack application that would recommend playlists based on user's facial features
- Implemented UI in React, utilized Spotify API to grab playlist data, configured API routes with Node.js and worked on connecting back-end to front-end (ML learning scripts, MongoDB Database and React application)
- Oversaw project by holding weekly meetings and working in 1-week sprints in Agile workflow

Team Member (Front-end, Material Creator), Academic Project / Plastifashion Boulder, CO

May 2023

- Yearlong project focused on manufacturing a piece of clothing by creating our own process of melting down plastic and spinning it into a usable yarn to weave to use for cloth manufacturing
- Designed and developed Plastifashion's personal website in React to inform users on who we are, our process and mission statement

Team Member, Academic Project / Lava Java Boulder, CO

May 2023

- Developed a mobile game in Android Studio using Java 8 and LibGDX and various OOAD principles such as MVC, Singleton and Decorator where users would play as a barista and complete various drink orders within a time limit
- Hand-drew all in-game assets (sprites, backdrop, opening screen, etc.) with Procreate

Team Member, Academic Project / Go Groceries! Boulder, CO

November 2022

- Collaborated with teammates following Agile to create a functioning full-stack application that allows users to create grocery lists and view recipes from the Spoonacular API using Axios
- Developed UI with EJS and CSS, configured API routes with Node.js and worked with database using SQL

Team Member, Academic Project / Wonderful Weather Wardrobe Boulder, CO

November 2021

- Coded an application in React taking in the user's inventory and constructs an outfit acquired from available clothes, clothing style and weather in React
- Utilized OpenWeather API to make a call and grab the weather description, temperature and forecast to generate appropriate outfit based off data grabbed from the call in React

TECHNICAL SKILLS

- **Programming Languages:** C++ | HTML/CSS | JavaScript | Swift | Kotlin | C# | PostgreSQL | Java
- **Technical Skills:** React | Typescript | Figma Prototyping | Adobe Suite (Photoshop, Illustrator, XD) | Android Studio | Xcode | Git | Node.js | EJS | Docker | Kubernetes | REST API | Qt Creator |