TONY H. HUYNH

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EMPLOYMENT

Software Engineer Amazon (AWS EBS)

July 2017 – August 2020

Languages: Java, Ruby. **Technologies:** Google Guice, Spring, ANT, Git, IntelliJ, internal tools Implement public EBS APIs

Design and develop a new control-plane micro-service to service API traffic

Lead security review and develop APIs for EBS Fast Snapshot Restore feature

A member of the AWS Guardians program. Held bi-weekly office hours to facilitate the process of evaluating application security threats on new projects across the EBS org.

Software Engineer Thales Avionics June 2016 – June 2017

Languages: C++, Python, Bash, Groovy. Technologies: Openstack, OpenVSwitch, QEMU/KVM

Virtualized the in-flight entertainment system and hosted the virtual machines on a private (team-managed) cloud

Software Engineer Thales Avionics Jan 2013 – May 2016

Languages: C++, Javascript. **Technologies:** Linux, NodeJS, Git, ZeroMQ, Protobuf, Eclipse Implemented the aircraft simulation for a virtualized in-flight entertainment system that is to be use

Implemented the aircraft simulation for a virtualized in-flight entertainment system that is to be used by software developers for testing their applications.

Improved projects' build time from a manual process that took approx. 2 hours to an automated process that takes approx. 15 minutes.

Game Framework Coder, Intern World Domination Industries

Summer 2011

Implemented a game framework (including support for sound, music, loading assets, rendering, and user input) for the Android platform using MonoDroid and C#.

Utilized multi-threading and buffering techniques to maintain application's responsiveness.

EDUCATION

Irvine, CA University of California, Irvine

Sept 2008 – Dec 2012

M.S. in Computer Science, December 2012. Total GPA: 3.791.

B.S. in Computer Science with Minor in Mathematics, June 2011. Total GPA: 3.816.

Awards: Cum Laude (GPA within top 8% of graduating class)

Graduate Coursework: Databases; Algorithms; Computer Networks; Computer Vision; Compilers; Machine Learning.

Undergraduate Coursework: Computer Graphics; Computer Networks; Artificial Intelligence; Operating Systems; Algorithms; Comp. Architecture; Quality Assurance; Multivariate Calculus; Linear Algebra; Differential Geometry.

Languages and Technologies

Programming: (proficient) Java. (prior experience) C++; Ruby; Perl; Bash Script; Python; Javascript; C#; GLSL; HLSL; SQL; HTML; XHTML; XML.

Organizations

Toastmasters International

VP Membership July 2016 – May 2017 Sergeant-At-Arms Jan 2016 – June 2016