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OBJECTIVE

Build world-class software with exceptional qualities.

EDUCATION

University of California, Irvine

B.S., Computer Science

Minor in Mathematics

- Graduated: September 2010
- Major GPA: 3.70

WORK EXPERIENCE

MeridianLink

Costa Mesa, CA

Software Development Engineer Lead

April 2016 to Present

- Help reduced team's maintenance from occupying more than 30% of development time to approximately 12% within a year
 - Reduced software complexity by introducing multi-tier architecture
 - Promote documentation using maintainable UML diagrams and flowcharts for complex processes
 - Normalize complex SQL tables to the 3rd normal form
- Produce training materials and teach software engineering principles at bi-weekly training sessions
- Promote software qualities with emphasis on maintainability, security, reliability, and scalability
- Separated engineering team of 9 developers into core and feature teams, and introduced Scrum practices to feature team to pipeline large new feature change cases
- Handle interviews and introduced principles for hiring criteria

MeridianLink

Costa Mesa, CA

Software Development Engineer

October 2011 to April 2016

- Rectified performance issue by building an automated monitoring solution that pinpoints location of I/O resource leak
- Standardized display format and implemented proprietary technology solution to generate HTML and PDF
- Implemented scalable solutions, automated processes, and fixed bugs in security critical web applications using C#, ASP.NET, T-SQL, JavaScript, XSLT, and Elasticsearch

MIND Research Institute

Santa Ana, CA

Software Engineer

August 2010 to September 2011

- Introduced chain-of-responsibility pattern to chain reusable game animations
- Built proprietary library components with an emphasis on collision detection
- Developed new and maintained existing flash games using ActionScript 3.0 and XML

EXTRACURRICULAR ACTIVITIES

- Built a 3D collision detection program with C++ and OpenGL (http://www.jkh.me/projects.html#entry_collision_detection_demo)
The program detects and interpolates collision at the triangle level and is based on Gottschalk's "OBB-Tree: A Hierarchical Structure for Rapid Interference Detection."

SKILLS

Technology Stack: *Languages:* C#, C/C++, Java, JavaScript, SQL, XML, DTD, XSD
 Frameworks/Libraries: Angular, Bootstrap, iTextSharp, jQuery
 Data Storage: SQL, Elasticsearch