



Quang Huynh

STUDENT

An Computer Science student, capable of working efficiently either independent or teamwork. I would willingly become a value and put my effort to contribute to the company.

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EDUCATION

Computer Science CanTho University

01/2019 - Present

PERSONAL PROJECTS

Convert finite automata to regular grammar and vice versa from scratch in python (11/2019 - 12/2019)

- Final project of the course name Theory of Computation, convert finite automata to both left and right grammar and vice versa

Create and Verify Digital Signature in python (04/2020 - 05/2020)

- Final project of the course name Information security
- Using RSA algorithm, add some Hashing and Encryption functions with the Crypto library of Python

Sokoban game from scratch in C++ (10/2020 - 10/2020)

- The project of the course name Artificial Intelligence

Create the 2d platform game in Qt creator using mainly QPainter and QWidget in C++ (11/2020 - 12/2020)

- Final project of the course name Computer Graphics
- <https://aderayevans.itch.io/the-dawn-of-wano-kuni>

Building A Decision Tree Regressor from scratch using numpy, pandas library in Python (05/2021 - 05/2021)

- Final project of the course name Machine Learning
- Using Dataset Seoul Bike Sharing Demand to train and test

Create A Windows Application To Manage A Cinema (06/2021 - 06/2021)

- Final project of the course name Windows Application Development / using SQL Server

Three-Dimensional reconstruction of chest computed tomography using marching cubes (08/2021 - 11/2021)

- Using Marching cubes to reconstruct CT images in DICOM format to 3D model

Building An Image Processing Application using QTCreator (03/2022 - 05/2022)

- Practice processing images in detail using Python C++

Furnitures detection model using Tensorflow (03/2022 - 05/2022)

- Using Tensorflow object detection model to detect some simple object on 2D images

GESTURE-CONTROLLED 3D GAME WITH ASL (05/2022 - 05/2022)

- Sign Language Detection using ACTION RECOGNITION with python, LSTM Deep Learning Model, used MediaPipe to train

Building A Socket Server which allows multi clients using select linux command, handle GET PUT message and files (06/2022 - 06/2022)

- Learning how network programming works on linux

SKILLS

Photoshop

Presentation

Willingness to learn

Flexibility

Thinking outside the box

Troubleshooting

PROGRAMING SKILLS

C++ (09/2019 - Present)

Qt Creator, SFML, OpenGL, regex, AI, OOP, Data Structures, ImageProcessing, DesignPatterns, multi-thread programming, socket programming

Python (09/2019 - Present)

Computer Vision, OOP, OpenGL, AI, PyQt5, Crypto,

LANGUAGES

English - can communicate with friendly attitude

Limited Working Proficiency

Korean - just begin to learning

Elementary Proficiency

INTERESTS

Especially have an interest in graphics related works

Feel more excited when using English while doing work

Love game, desire to create game

Love to learn about security knowledge

Love to learn new stuff, keep going forward