

KEVIN FUNG

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EXPERIENCE

Amazon.com, Inc.

Irvine, CA
July 2015 - Present

Amazon Game Studios | Software Development Engineer

- Gameplay programming on a currently unreleased title.

Amazon.com, Inc.

Seattle, WA
May 2014 - August 2014

Amazon Web Services | Software Development Engineer (Intern)

- Significantly improved CPU utilization on Amazon AppStream g2.xlarge EC2 instances by integrating an H.264 hardware encoder, using the Nvidia Video Encoder (NVENC) SDK.
- Collaborated with senior engineers to streamline internal tools/workflow.
- Second Place, Amazon Global Intern Hackathon; Category: Video Games.

United States Naval Research Laboratory

Washington, DC
May 2010 - August 2013
(Summers)

Directed Energy Professional Society (DEPS) | Directed Energy Scholar, Science and Engineering Apprenticeship Program (SEAP) (2010)

- Developed prototype OpenCL application for solving the wave equation, and later implemented a general-purpose particle tracking system, modeling electrons moving through strong electromagnetic fields.
- Created a bore-sighted laser target-tracking system capable of acquiring and following a rapidly-moving target, using thresholded-centroiding.
- Analyzed experimental data on the breakdown of water molecules to develop an automated computer model simulating a laser-produced electrical discharge underwater.

EDUCATION

Rensselaer Polytechnic

Troy, NY
August 2011 - May 2015

Bachelor of Science | Dual Major

- Games and Simulation Arts and Sciences
- Computer Science

SKILLS

Languages

Python
C++
C
Javascript

Frameworks

Flask
Twisted
OpenCL
OpenGL

Software

Mathematica
Illustrator
InDesign
Photoshop

Other

Git
Node.js
Unity3D
Unreal 4