

# KEVIN FUNG

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## EXPERIENCE

### Amazon.com, Inc.

Irvine, CA  
July 2015 - Present

### Amazon Game Studios | Software Development Engineer

- Gameplay and UI/UX programming on an upcoming title, with contributions to backend systems, infrastructure, and tools.

### Amazon.com, Inc.

Seattle, WA  
May 2014 - August 2014

### Amazon Web Services | Software Development Engineer (Intern)

- Significantly improved CPU utilization on Amazon AppStream g2.2xlarge 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

- Computer Science
- Games and Simulation Arts and Sciences

## SKILLS

### Languages

Python  
C++  
C  
Javascript

### Frameworks

Flask  
Twisted  
OpenCL  
OpenGL

### Software

Mathematica  
Illustrator  
InDesign  
Photoshop

### Other

Git  
Node.js  
Unity3D  
Unreal 4