

KEVIN FUNG

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EXPERIENCE

Amazon.com, Inc.

Seattle, WA
May 2014 - August 2014

Amazon Web Services | Software Development Engineer Intern

- » Improved CPU utilization by up to 30% 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 Git 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
(Expected)

Bachelor of Science | Dual Major

- » Games and Simulation Arts and Sciences
- » Computer Science

SKILLS

Languages

Python
C++
C
Javascript

Frameworks

Angular.js
Node.js
OpenCL
OpenGL

Software

Mathematica
Illustrator
InDesign
Photoshop

Other

Git
Technical Writing
Unity3D