KEVIN FUNG

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EXPERIENCE

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
(Expected)

Bachelor of Science | Dual Major

» Games and Simulation Arts and Sciences
» Computer Science

SKILLS

Languages	**Frameworks**	**Software**	**Other**
Python	Flask	Mathematica	Git
C++	Twisted	Illustrator	Node.js
C	OpenCL	InDesign	Unity3D
Javascript	OpenGL	Photoshop	Unreal 4