Ka Lun Yeung

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Education

Bachelor of Science: Computer Science

University of California, Irvine

Graduating
06/2023

- Regent's Scholars - distinguished scholarship awarded to top 1% of UCI students
- 3.95 GPA

Professional Skills

- Python
- Java
- Data Structure and Algorithm

- Javascript
- C#

Employment History

Software Engineer Intern

City of San Leandro

06/2019 - 08/2019

- Extracted collision data from database and visualized collision data on a map
- Expanded 6 ways to sort collision data and improved sorting speed by 15%
- Updated the city's website and created a new page for summer events
- Reviewed and added documentation to the source code

Projects

Connect Four AI - Javascript and Pthon

- Implemented minimax algorithm for finding the optimal move in the game
- Implemented alpha-beta pruning algorithm to increase the speed of program

What If I Invested - Javascript and Python

- Allows user to find out the return of investment of stocks in any specified range of dates
- Developed using Alpha Vintage API
- Implmented a net worth graph for visualization

Survive - C#

- Top down shooting game developed using Unity Engine
- Implmented A* search algorithm in order to find shortest path

GoDown 100 - C#

- 2D platform game developed using Unity Engine
- Participated in UCI Hackathon 2020

Activities

- Organized and participated in UCI Hackathon 2020