KALUN YEUNG

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EDUCATION

University of California, Irvine

- Bachelor of Science: **Computer Science** Expected Graduation: 06/2023
- **GPA:** 3.85/4.0
- **Relevant Coursework** – Data Structure and Algorithm, Discrete Mathematics, Programming in Python, Programming in C++, Assembly Language, Statistics, Linear Algebra
- **Honors & Awards:** Regent's Scholars - distinguished scholarship awarded to top 1% of UCI students

EXPERIENCE

Engineer Intern

Metropolitan Transportation Commission, San Francisco, California **06/2019-09/2019**

- Implemented program that simplifies the process of entering data into collision database
- Extracted collision data from database and visualized collision data on maps
- Expanded multiple ways to sort collision data and improved sorting speed by 15%
- Updated the city's website and created a new page for summer events
- Designed automated test cases and test plan for the bus route mobile app
- Reviewed and added documentation to the source code

SKILLS

- Python
- Data Structure and Algorithm
- HTML
- C++
- JavaScript
- CSS

PROJECTS

What If I Invested - JavaScript and Python

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

Connect Four AI - JavaScript and Python

- Playable connect four game with an AI that always picks the best move
- Implemented minimax algorithm for finding the optimal move in the game
- Implemented alpha-beta pruning algorithm to increase the speed of program

Survive (Hackathon Project) - C#

- Top-down shooting game developed using Unity Engine
- Implemented A* search algorithm to find the shortest path