Ka Lun Yeung

kalunyeung6@gmail.com
https://github.com/KaLunYeung
kalunyeung.github.io
(510)612-8317

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
- C#
- JavaScript

- Java
- Data Structure and Algorithm

Employment History

Software Engineer Intern

Microsoft • Redmond, Washington

06/2020 - 09/2020

- Developed new features in the Python extension for Visual Studio Code
- Improved Variable Explorer by making it remember the order of variables from user's last changes
- Implmented the ability for VS Code to show or hide the interpreter status bar
- Removed unnecessary data when the user exports the file from VS Code

Software Engineer Intern

City of San Leandro • San Leandro, California

06/2019 - 09/2019

- 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(Hackathon Project) - C#

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