

# Kevin Fang

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## Education

<b>Duke University   Trinity College of Arts and Sciences   Durham, NC</b> B.S., Computer Science, concentration in Data Science, minor in Linguistics Cumulative GPA: 4.000/4.000	<i>Expected 05/2022</i>
<b>New York University   Tandon School of Engineering   New York, NY</b> B.S., Computer Science, transferred as of Spring 2019 Dean's List 2018-2019 Academic Year	<i>09/2018 — 05/2019</i>

**Relevant Coursework:** Design and Analysis of Algorithms, Data Structures & Algorithms, Object-Oriented Programming, Discrete Mathematics, Intro to Statistics and Probability, Computer Architecture, Economic Principles

## Professional & Leadership Experience

<b>Google   Incoming Software Engineering Intern   Kirkland, WA</b>	<i>Starting 06/2020</i>
<b>Duke Catalyst Tech Society   Professional Chair   Duke University</b> <ul style="list-style-type: none"><li>Maintain relationships with companies and speakers for club and school-wide talks</li><li>Mentor students in preparation for the internship and full-time recruiting process</li><li>Hold various professional development events for students, including technical interview workshops and resume workshops</li></ul>	<i>12/2019 — present</i>
<b>Duke Machine Learning   Associate Director of Sponsorship   Duke University</b> <ul style="list-style-type: none"><li>Helped run Datathon, a data science competition where 300+ attendees analyze and present on a given dataset</li><li>Acted as a Datathon judge, assessing submissions for methodology, relevance, and coherence</li><li>Maintained and built relationships with companies and university departments for sponsorships and talks</li></ul>	<i>09/2019 — 12/2019</i>
<b>Intralinks   Data Science Intern   New York, NY</b> <ul style="list-style-type: none"><li>Performed web scraping and exploratory data analysis on M&amp;A data to direct model selection (scraPy)</li><li>Classified articles by topic with 90% accuracy using Logistic Regression models (scikit-learn)</li><li>Clustered articles with K-Means Clustering after optimizing dimensionality with principle component analysis</li><li>Predicted M&amp;A deals with pipeline consisting of supervised and unsupervised learning, including NLP techniques such as sentiment analysis and named entity recognition (BERT, TensorFlow)</li></ul>	<i>05/2019 — 08/2019</i>
<b>Curoverse Research   Data Science Intern   Somerville, MA</b> <ul style="list-style-type: none"><li>Spearheaded creation of gene + rsID tools that searched through terabytes of data for specific mutations on sequenced genomes (numPy)</li><li>Predicted eye color and blood type to 95% accuracy using SVM and Neural Networks (scikit-learn, TensorFlow)</li><li>Interpreted machine learning models to determine specific mutations responsible for physical gene expression</li><li>Presented about open science and genomic analysis to 100+ conference attendees at Harvard Medical School</li></ul>	<i>06/2016 — 01/2019</i>

## Selected Projects & Awards

<b>Relief Mesh Disaster Network</b> ( <i>Harvard University Hackathon</i> ) <i>Facebook Award: Hack that Best Builds Strong Communities</i> <ul style="list-style-type: none"><li>Designed and created distributed mesh network for communication after natural disasters</li><li>Built physical mesh nodes using Raspberry Pi Zero, long range Arduino radios, and GPS modules</li><li>Implemented Huffman coding for string compression to increase transmission bandwidth (Python)</li></ul>	<i>10/2018</i>
<b>PillUp Medicine Dispenser</b> ( <i>Johns Hopkins University Hackathon</i> ) <i>1st place out of 62 teams   Siemens Sponsor Award: Best Healthcare Hack</i> <ul style="list-style-type: none"><li>Developed low-cost robotic pill dispenser with Arduino Mega, Raspberry Pi, and servo motors</li><li>Created web server, used web sockets for communication protocol (Flask, socket.io)</li><li>Implemented web application designed with Material-UI for physicians (React.js)</li></ul>	<i>09/2018</i>
<b>Reinforced Flappy Bird</b> <ul style="list-style-type: none"><li>Modified video game "Flappy Bird" for compatibility with neural networks (numPy)</li><li>Developed deep neural network agent to play batches of games and iteratively improve (TensorFlow)</li><li>Implemented reinforcement learning with policy gradients to train neural network</li></ul>	<i>04/2018</i>

## Technical Skills

Programming Languages	Libraries	Developer Tools
<ul style="list-style-type: none"><li>Python, C++, JavaScript, Java, C, Kotlin, HTML + CSS, MIPS Assembly</li><li>Web, Android Development</li></ul>	<ul style="list-style-type: none"><li>Scikit-learn, TensorFlow, ScraPy, NumPy, Pandas</li><li>React.js, Express.js, Socket.io, Node.js</li><li>Common Workflow Language, RxJava</li></ul>	<ul style="list-style-type: none"><li>Git, GitHub, LaTeX, Docker, AWS, GCP</li><li>Vim, Eclipse, Android Studio, Jupyter Notebook</li></ul>