Kok Hao (Kevin) Yong

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Education

University at Buffalo, SUNY
Expected Graduation: Winter 2019
B.S. Computer Science; Dean's List   GPA 3.8/4.0

Skills

Assembly language, C, C++, C#, CSS, HTML, Java, JavaScript, Kotlin, Python, Solidity, OCaml

Courses

Algorithms and Complexity, Artificial Intelligence, Computer Science I/II, Computer Security, Data Structure, Digital Systems, Computer Organization, Operating Systems, Software Engineering

Extracurricular Activity

Student president of Computing Club:
- Organized and Instructed computing courses to 50 student members twice a week

Association of Computing Machinery member
- Participated in weekly tech talks and workshops

Published applications

ZombieFighter (Alpha Testing)
- Anticipate publishing on Google Play Store and Apple App Store, Dec 2019

Snooze
- Published on Google Play Store, Dec 2017

SplitMe
- Published on Google Play Store, May 2017 – Aug 2018

Competitions & Hackathons

UB Blockchain Hackathon 2019
- Awarded **Second Place** for **M&T bank** best use case
- Designed a prototype solution of title search application with blockchain for M&T bank use case

Buffalo Hacking 2019
- Developed a food recipe randomizer Android application using **Wegmans API**

Buffalo Civic Hackathon 2019
- Created a prototype mobile application to promote recycling
- Utilized Google Map API to mark nearest location of recycling machines

Kuala Lumpur Engineering Science Fair 2015
- Awarded **second place** in the competition
- Created a full stack household tracking application for expired food

Experience

Pitney Bowes Inc. | SendStation™   Jun 2019 – Present
Android Developer Intern
- Implemented and debugged with a team of developers in *India* and *New Zealand* online mobile postage solution
- Developed marketplace application with eBay API and Amazon Marketplace Web Service API
- Installed and tested application on various Android based devices (Clover station, HP & Samsung printers, …)
- Integrated Android devices to various printers and scales API and SDK to print shipping label and weight reading
- Designed an interactive promotional webpage to promote SendStation mobile shipping solution with the project team
- Installed and managed devices with Mobile Device Management using AirWatch

IDM FEC SDN. BHD   Dec 2018 – Jan 2019
Web Developer Intern
- Created and maintained interactive website using HTML, CSS and JavaScript
- Collaborated with manager to design a User Interface

Machine Learning Drone Project   Nov 2018 – Dec 2018
Research Assistant
- Planned and integrated ODAS software, Raspberry Pi OS, ReSpeaker onto the drone
- Assisted in collecting surrounding sound data to detect obstacles with ReSpeaker

Projects

ZombieFighter   Oct 2019 – Present
- Developed and tested an IOS and Android game using Unity3D engine

Farmer's Marketplace   Sep 2019 – Present
- Led a team of developers to build an Android marketplace application for local farmers to sell crops using agile development
- Utilized Firebase for login authorization and database

Face Recognition   Sep 2019 – Present
- Developed an Android custom camera filter application
- Utilized Google Mobile Vision API to detect faces and apply filters drawn by users to the faces.

Fitness App   Apr 2019
- Developed an Android application to calculate distance walked of users
- Utilized Handler threading to display push notification hourly to remind user to stand up hourly

Snooze   Dec 2017
- Designed and deployed a mobile game by using Unity3D engine

SplitMe   May 2017
- Developed a bill splitting app among friends using Android Studio

CreditCard Wallet   June 2017 – Oct 2017
- Developed a credit card information storing wallet in an Android Smartphone
- Integrated Google and PayPal API to scan credit card information with NFC and Camera