

# Kok Hao (Kevin) Yong

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## EDUCATION

### University at Buffalo, SUNY

Bachelor of Science, Computer Science; Dean's List

Expected Graduation: **Winter 2019**

GPA:3.8/4.0

## SKILLS

Languages: Assembly language, C, C++, C#, CSS HTML, Java, JavaScript, Kotlin, Python, Solidity, Ocaml  
Relevant Courses: Artificial Intelligence, Computer Science I/II, Data Structure, Discrete Structures, Digital Systems, Computer Organization, Operating Systems

## EXPERIENCES

**Pitney Bowes Inc.** | Android, SendStation™ Jun 2019 – Present  
*Software Developer Intern*

- Implement and debug with a team of developers an online mobile postage solution - **SendStation™**
- Integrate various printer and scale API and SDK to print shipping label and weight reading
- Mobile device management using AirWatch

**IDM FEC SDN. BHD** | HTML, CSS, JavaScript Dec 2018 – Jan 2019  
*Web Developer*

- Created and maintained interactive website using HTML, CSS and JavaScript
- Collaborated with clients to design a User Interface

**Machine Learning Drone Project** | Drone, Raspberry Pi, ReSpeaker, ODAS 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

**UB Blockchain Buildathon 2019** | HTML, CSS, JavaScript, Solidity Apr 2019  
*Blockchain Programmer*

- Designed a prototype solution of title search application with blockchain for M&T bank use case
- Awarded **second place** for the M&T Bank best use case

**Fitness App** | Android Studio, Handler, Location API Apr 2019

- Developed an Android application to calculate distance walked
- Utilized Handler to display push notification hourly

**Buffalo Civic Innovation Challenge** | Android studio, Google map API, Java Mar 2019- Apr 2019  
*Android Developer*

- Created a prototype mobile application to promote recycling
- Utilized Google Map API to mark the nearest location of recycling machines

**Snooze** | C#, Unity Dec 2017

- Designed and deployed a mobile game by using Unity3D engine
- Published on Google Play Store, Dec 2017

**SplitMe** | Android Studio, Java, XML May 2017

- Developed a bill splitting app using Android Studio
- Published on Google Play Store, May 2017 – Aug 2018

**CreditCard Wallet** | Android Studio, Google API, Java, MySQL, PayPal API June 2017 – Oct 2017

- Developed a credit card information storing wallet in an Android Smartphone
- Integrated Google API to scan credit card information with NFC and Camera

**Food CareTracker** | Android Studio, Java, MySQL, XML Sep 2015 – Oct 2015

- Utilized Android Studio and MySQL to store information
- Programmed a full stack household tracking application for expired food
- Awarded **second place** at Kuala Lumpur Engineering Science Fair