

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

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

EXPERIENCES

Pitney Bowes Inc. | SendStation™ | Android

Jun 2019 – Present

Android Developer Intern

- Implement and debug with a team of developers in *India* and *New Zealand* online mobile postage solution
- Develop marketplace application with eBay API and Amazon Marketplace Web Service API
- Install and experiment application on various Android based devices (Clover station, HP & Samsung printers, ...)
- Integrate various printer and scale API and SDK to print shipping label and weight reading
- Manage Devices with mobile device management using AirWatch

IDM FEC SDN. BHD | HTML, CSS, JavaScript

Dec 2018 – Jan 2019

Web Developer Intern

- 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

- 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 threading to display push notification hourly to remind user to stand up

Buffalo Civic Innovation Challenge | Android studio, Google map API, Java

Mar 2019- Apr 2019

- 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 and PayPal 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