# 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<sup>tm</sup>

Jun 2019 – Present

Software Developer Intern

- Implement and debug with a team of developers an online mobile postage solution **SendStation**<sup>TM</sup>
- 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