

# 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. | SendStation<sup>tm</sup> | Android

Jun 2019 – August 2019

*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
- 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 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

*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 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

*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 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