

# Kok Hao (Kevin) Yong

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## Experience

**Pitney Bowes Inc. | SendStation™** Jun 2019 – Dec 2019  
*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** Nov 2019 – Present

- Developed and tested an IOS and Android game using Unity3D engine

**Farmer's Marketplace** Sep 2019 – Dec 2019

- 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 – Oct 2019

- 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
- **Published** on Google Play Store Dec 2017

**SplitMe** May 2017

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

**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

## Education

**University at Buffalo, SUNY**

Graduated: Dec 2019

B.S. Computer Science; Dean's List GPA 3.8/4.0

## Skills

Programming	C#, C++, Java, Python, Kotlin
Web Frontend	CSS, HTML, JavaScript, ReactJS
Blockchain	Solidity
Environment	AWS, Android Studio, Google Cloud API, Git, Unity3D
Operating System	Android, Linux, Windows

## 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 (ACM) member**

- Participated in weekly tech talks and workshops hosted by ACM

## 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**

**UB Hack Night Spring 2019**

- Created a prototype campus delivery application using Android Studio
- Utilized Firestore database to store information of users and items for delivery

**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