

Kevin Xing

4B Honours Computer Science – Graduating May 2019

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SUMMARY OF QUALIFICATIONS

- A passion for learning and applying knowledge towards building useful and high-quality products
- Strong adaptive, collaborative, and analytical thinking skills established from working in professional agile environments, participating in hackathons, and working on personal projects
- Experience in programming from over 5 years of personal, academic, and professional software development
- Proficient in: Python, C, C++, C#, JavaScript, Lua, Racket
- Familiar with: Go, PHP, R, Bash/Unix, Java

EXPERIENCE

Vida Health | *Software Developer, Infrastructure*

Sept 2018 – Dec 2018

- Implemented new backend microservices and APIs with Python and Flask, PostgreSQL
- Built and deployed microservices with Docker, Kubernetes, Google Cloud Platform, and Helm
- Fixed bugs and refactored code for legacy backend repositories

Electronic Arts | *Associate Software Engineer, UFC 3*

Sept 2017 – Apr 2018

- Created a C++ service for the game that enables frontend to call controller rumble functions
- Implemented game modes, menu logic, and general bug fixes in Lua
- Worked with Technical Artists to add new UI elements, animations and art assets using ActionScript and Lua

Digital Extremes | *Statistical Programmer*

Jan 2017 – Apr 2017

- Implemented data collection for the Warframe launcher using C++ on the client-side, along with PHP and MongoDB for the API on the server-side
- Added stat tracking for new gameplay features in Warframe using Lua to collect behavioral metrics
- Handled requests and solved various data-driven problems presented internally by departments such as Marketing, Design, Gameplay, etc.
- Analyzed collected data using Python, R, and Excel
- Collaborated on the design of a recommendation system for Warframe's in-game item shop

Autodesk | *Software Developer*

May 2016 – Aug 2016

- Collaboratively developed graphics, front-end, and application framework libraries in JavaScript for standardizing web application development within the company
- Prototyped sample applications and implemented features for cloud-based digital manufacturing software using above-mentioned frameworks

RELEVANT PROJECTS

Discord Pasta

Dec 2017

- A Discord chat bot written in Python that allows users to create and execute text macros

Fantasy Football Analytics

Dec 2016

- A series of data collection and analysis scripts in R, using data scraped from FootballDB.com for predicting NFL player performance and practicing data science skills

GitLab Alerts for Slack (slack-gitlab)

Sept 2015

- A Node.js app that uses Slack API and MongoDB to notify users when committed changes have been made to repositories they have access to on GitLab

EDUCATION

University of Waterloo, Class of 2019 - Waterloo, Ontario, Canada

Sept 2014 - Present

- Candidate for Bachelor of Computer Science, Honours Computer Science, with Economics Minor
- Recipient of the President's Scholarship of Distinction
- UW Game Development Club, Sept. 2014 – Present
- UWaterloo Overwatch Team, Top 16 - TESPA Collegiate Series, Oct. 2016 – Dec. 2016