# Kevin Chiu

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**Plastachio**                                                                                  **Seattle, WA**
Founder - *Product Research & Development*                                        1/2009 – Present
- Micro private equity: Acquired and stabilized a distressed multi-million USD revenue CRM company in 2021 through and revamped it to avoid insolvency. Exited for profit in 2023.
- Developed machine learning / computer vision API using Python / OpenCV to identify fraudulent imagery, including iPhone test app in Swift. Used Keras for an early convolutional neural network prototype. Deployed with Docker / Flask.
- Developed creative photography tools using React and Redux (Flux).
- Developed image and color based search system for finding products.
- Designed, developed and launched photo-based social mobile application for iPhone and Android for easily organizing events using Sketch, Objective-C, Java, JavaScript, Node.js, MongoDB, Google App Engine, AWS, Heroku.
- Developed multi-endpoint messaging system for San Francisco company using AWS, Ruby, commercial SMS gateways. Co-developed native iPhone client in Objective-C.
- Designed and developed n-gram crawler and proof of concept natural language search engine.
- Created domain specific language and personalized climate impact calculation framework for an environmental technology company including over 300 models based on research papers. Trained in-house climate scientists to use the framework. Helped raise early capital. Delivered product to meet investor's budget and timeline.
- Cryptocurrency / Bitcoin - Mined, traded, sold miners, loaned trading margin, launched mining pool with custom client, branding and merchandise.

**Coinbase**                                                                              **San Francisco, CA**
*Product Manager - Coinbase Exchange*                                            6/2015 – 10/2015
- Launched market orders, time in force limit order options, point and click trading, streamlined signup and fund transfer flows.
- Analyzed new product potential by quantifying demand and coordinating research of legal go-to-market options for future products.
- Created volume-based discount model with input from industry partners and customers.

**Microsoft**                                                                   **Redmond, WA, Beijing, CN**
*Program Manager II - Windows Phone Camera Team - Imaging and Algorithms*        6/2010 – 10/2013
*Graduate Research Intern - MSRA*
- Productized computational photography and imaging features including HDR, flash-no-flash, auto-fix, cinematic video stabilization, computational photography APIs.

*Research Intern - Human Computer Interaction Group*
- Designed, developed, and deployed a location-based Mandarin Chinese language learning application for iPhone.
- Deployed time tracking and time to completion prediction system to manage feature creep and development timelines.
- Created a web service providing real time information updates to clients as well as administrative and remote data gathering tools.
- Instrumented mobile application for remote reconfiguration, user behavior tracking, geolocation while dealing with sub-optimal network conditions and government obfuscation of GIS data.

**Climate Culture**                                                                       **New York, NY**
*Consultant*                                                                              4/2008 – 1/2009
- Managed internal and external product teams to build online service for climate conscious consumers.
- Shipped over 300 climate calculators, online multiplayer game, social network platform, virtual world simulation.
- Helped raise initial funding before starting full time.

**Google**                                                                              **Mountain View, CA**
*Associate Product Manager Intern, Chrome*                                        6/2007 – 9/2007
- Product manager for web developer tools. Responsibilities included research, specification, UI design.
- Polled developers to gather statistics on web development tools for major development platforms as well as current best practices. Used the results to inform the design and development of the Chrome developer tools.
- Contributed supporting decisions on other features when consulted, including the download status bar and early Android efforts.

## SKILLS & INTERESTS

**Interests:** UX, UI, Product, Signal Processing, Finance, Computer Vision, Bitcoin, VR, AR
**Skills:** Program & Product Management, Processing, Hardware prototyping, OpenFrameworks, 3D printing, Rapid Prototyping, Web, Mobile, Computational Photography, Javascript, React, Node, HTML, CSS

## EDUCATION

**Massachusetts Institute of Technology**                                                 **Cambridge, MA**
*Master of Science in Media Arts and Sciences*                                                  6/2011
• Research Assistant for Camera Culture with Ramesh Raskar. Concentration in computer vision.
• Teaching Assistant for Eccescopy with Hiroshi Ishii and Ken Perlin.

**Columbia University**                                                                   **New York, NY**
*Master of Science in Computer Science with Distinction in Computer Vision and Graphics*          10/2009
• Research Assistant for CAVE with Shree Nayar, IRT with Henning Schulzrinne, and CGUI with Steven Feiner.
• Teaching Assistant for Advanced Internet Services with Henning Schulzrinne.

**University of Washington**                                                               **Seattle, WA**
*Bachelor of Science in Computer Engineering with Concentration in Software Engineering*          6/2007
• Research Assistant for SEAL Lab with Alexander Mamishev and GRAIL Lab with Steven Seitz.

## PATENTS, PUBLICATIONS & AWARDS

**Combining Multiple Images in Bracketed Photography**                                          **2013**
Patent US9083935B2, United States Patent and Trademark Office
Unified method for combining images such as high dynamic range images, flash-no-flash image pairs, and/or other images. *Denis Demandolx, Douglas Alan Ricard, Thomas Lund Dideriksen*

**MicroMandarin: Mobile Language Learning in Context**                                      **CHI 2011**
Location-aware language learning mobile application that provides contextual flash cards based on your surroundings.
*Darren Edge, Elly Searle, James Landay*

**VisionBlocks: A Social Computer Vision Framework**                              **SocialCom/PASSAT 2011**
Toolkit that enables kids to develop computer vision applications. Integrated with Scratch.
*Abhijit Bendale, Kshitij Marwah, Ramesh Raskar*

**Slow Display**                                                                         **SIGGRAPH 2010**
Painting surfaces with precise UV laser control. *Daniel Saakes, Tyler Hutchison, Biyeun M. Buczyk, Naoya Koizumi, Masahiko Inami, Ramesh Raskar*

**Fill-Front and Cure Progress Monitoring for VARTM with Auto-Calibrating Dielectric Sensors**    **SAMPE 2005**
Hardware and software method for tracking the progress of resin flow in a vacuum-assisted molding process.
*Gabriel I. Rowe, Jun H. Yi, Jason Tan, Alexander V. Mamishev, Bob Minaie*

## PROJECTS

**Phototourism**
• Developed and launched online application for SIGGRAPH 2006 featured in various news outlets including Slashdot, ABC, CNN, and BBC.
• Underlying intellectual property licensed to Microsoft via technology transfer and launched as Microsoft Photosynth, a 3D photo collection and registration service. (This is not the panorama-capture mobile app.)

**Mobile Development**
• Built and released the first Hacker SDK for iPhone by pulling together several online resources into an installer.
• Used Hacker SDK to create the first QR code reader for iPhone before applications could officially be written for iOS.
• Launched QR code reader as open source (GPL)

**Languages**
• Designed JVM language for simplified photo manipulation called EZIP: Easy Image Processing

- Designed DSL and calculation framework for computing personalized climate impact data.

**Research Projects**
- Combined SLAM with an AR environment on an Army project for assisting with repairs in the field.
- Created online 3D avatar that synthesized believable mouth movements over generated speech when given text input.
- Sped up Navy sponsored hardware project by over 100-fold using a physical binary search in place of a linear probing.