

# Kevin H. Ouyang

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## EDUCATION

Brown University • **Sc.B Computer Science**

Aug 2016—May 2020

GPA 3.7 // 4.0

Highlighted Coursework: Computer Systems, Distributed Systems, Mobile Software Development, Data Structures and Algorithms, Deep Learning, Machine Learning, Human-Computer Interaction, Statistical Inference, Linear Algebra

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## SKILLS

Backend Development, Python, Haskell, Go, Javascript, C, Java, Git, Mobile Development (Android), Blockchain

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## EXPERIENCE

### BlockApps

*Blockchain Development Intern, STRATO Platform*

June 2020—Present

- Contribute to the Identity project; implementing X.509 certificate requests to license new P2P nodes
- Work in Haskell, Javascript, and Docker

### Facebook

*Software Engineering Intern, Machine Learning Infrastructure*

June 2019—Aug 2019

- Built a localized version of distributed scheduler (Chronos) that uses Thrift RPC calls to schedule and execute jobs in DAG order with specifiable retry policy
  - Designed and implemented a framework for single-box testing to catch interaction errors that arise between distributed components of Facebook's ML ecosystem
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## ACADEMIC EXPERIENCE

### Human-Computer Interaction Research Group at Brown

*Research Assistant*

Jan 2019—June 2020

- Investigator on the Self-E project; used Design Thinking process to take Self-E from ideation phase to a working, fully-implemented user system
- Lead developer for the Android mobile app that guides users through running custom self-experiments
- Co-author on paper to be submitted September 2020

### Brown University Computer Science

*Teaching Assistant, Data Structures and Algorithms; Object-Oriented Programming*

Aug 2017—May 2018

- Lead weekly section, hosted office hours, graded homework for class of 400+ students
  - Topics covered: OOP, JavaFX, interactive graphics, recursion, graphs, decision trees, DP, runtime analysis
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## PROJECTS

**Self-E:** To learn more and download the app, visit [selfe.cs.brown.edu](https://selfe.cs.brown.edu)

**PuddleStore:** Developed fault-tolerant distributed file system capable of basic file system operations. Uses Tapestry as DOLR, Apache Zookeeper as membership server, and Raft to ensure strongly consistent updates. Built in Go.

**eMochi, 2nd place Winner at MIT Hacking Arts 2017:** Built a serverless backend with AWS and lambda functions to serve chatbot responses based on collected user data; wrote and presented the pitch to the judge panel.