Kevin Kang

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Curious software engineer with a passion for education
exploring the field of computer vision.

EDUCATION

University of Washington – Paul G. Allen School Expected Graduation June 2019
B.S. Computer Science (Data Science Option) | GPA: 3.67/4 | Awards: Annual Dean's List
Related coursework: Machine Learning, Data Structures and Parallelism, Software Design & Implementation, Web Programming, Foundations of Computing I/II, Programming Languages, Hardware/Software Interface
In Progress: Introduction to Data Management, Systems Programming

SKILLS

Languages Java, Python, C, HTML/CSS, Javascript
Technologies/Tools Git, Google Compute Engine, Android Studio, Firebase, JUnit, Unix Command Line, LaTeX

PROJECTS

Messenger Sentiment https://github.com/Eden0097/messenger_sentiments
- Developed a **Chrome extension** that displays the message's sentiment for Facebook Messenger at the **NW Hacks** hackathon.
- Implemented crucial features in **Javascript** such as the injection of sentiment data onto the site and the extraction of the messages from the site to send to the **Microsoft's Cognitive Services**: Text Analysis API.

WaitTime https://github.com/kevink97/Wait-Time-App
- Developed a crowd-sourced wait time app for restaurants at the **DefHacks()** hackathon.
- Implemented features such as limiting the restaurants displayed by wait time and logging wait time for a restaurant
- Utilized **Android** SDK, **Google Maps API** to display map of the restaurants' location, and **Firebase**'s real-time database to store important values for each restaurant such as description, map coordinate, name, popularity, rating, and time.

Spam Filter
- Developed 2 separate Spam Filter that **correctly identified > 80%** of the emails in the test set.
- Implemented one Spam Filter using **Naïve Bayes classifier** and the other with **C4.5 Decision Tree Algorithm**.

Chess Bot
- Developed a back-end to the chess game with a partner using various algorithms such as **minimax** and **alphabeta** and utilized Java's **ForkJoin concurrency framework** to speed up runtime.
- Originally used sequential minimax to determine next chess move. Optimized using parallel alphabeta (**jamboree**) algorithm to achieve at least **8000%** runtime speedup from minimax algorithm on Google Compute Engine's 32 core machine.

CampusPath
- Developed a Java Application that displays the quickest route from one location on campus to another.
- Utilized Java's **Swing** library, implemented **Graph** ADT and **Dijkstra's Shortest Path Algorithm** using **MVC** design pattern**.**

EXPERIENCE

Private Computer Science Tutor | Self-Employed June 2017 – Present
- Introducing a small group of students with little STEM background to computer science fundamentals.
- **Building** my own **CS curriculum** for the students using Scratch and Python. [https://github.com/kevink97/Teaching-Materials]

Undergraduate Computer Science Tutor | Paul G. Allen School July 2017 – Present
- **Volunteered** to tutor an undergraduate student in the Software Design & Implementation class once a week.
- Helping the student understand contents the student was not able to grasp during lecture.

Robotics Team Mentor | Tyee Middle School First Lego League Team, Bellevue, WA Sept. 2013 – June 2015
- Taught foundation of building robots and programming to middle school students and assisted in reorganizing the team with the team coach. Team placed in the **top 20%** in a local robotics team competition.
- Gained experience in **communication**, **education**, **leadership**, and **team management**.