Kevin Khuu

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Education

University of Texas at Austin — Austin, TX
Master's of Computer Science — *Expected Aug. 2026*

University of Washington, Paul G. Allen School of Computer Science — Seattle, WA
Bachelor of Science in Computer Science — *Dec. 2023*
GPA: 3.92 – Cum Laude

Coursework: Operating Systems, Distributed Systems, Datacenter Systems, Software Design & Implementation, Systems Programming, Data Structures & Parallelism, Data Management, Computer Vision, Artificial Intelligence

Experience

Software Developer — January 2024 – Present
Studio Tuko — *https://tuko.studio/*

- Led a team to develop and publish a game under an indie game studio
- Designed and implemented core gameplay mechanics, optimizing performance and user experience
- Collaborated in team meetings, making decisions, code reviews, and feature planning for smooth development

Software Engineer - AI Trainer (Contract) — June 2024 – January 2025
DataAnnotation — *Remote*

- Collaborated on AI training projects by providing feedback and improving machine learning model outputs
- Applied software engineering principles to test and optimize coding-related tasks, in Python, Javascript, and Java
- Conducted data analysis for diverse datasets, using structured guidelines to improve model learning pipelines

Projects

Val Stocks | *Typescript, React, Node.js, Next.js, PostgreSQL, Git* — [Project Link]

- Created a full-stack web application with React and Supabase allowing users to simulate investing in esports stocks
- Designed a PostgreSQL database schema to handle user profiles and 10,000+ of current and archived stock prices
- Implemented a continuous stock price algorithm considering supply-demand, user sentiment, and real-world events
- Utilized a REST API to fetch real-time information about team details and match results

Bird Classifier | *Python, Pytorch, Git* — [Project Link]

- Built a bird classification model that identifies up to 555 species of birds with a prediction accuracy of 85.2%
- Utilized Transfer Learning and Convolutional Neural Networks and trained the model on 48000+ pictures of birds
- Entered model into competition, reaching top 5 through parameter fine-tuning and experimenting with 4 networks

UW Campus Pathfinder | *Java, TypeScript, React, Node.js, Spark, HTML/CSS, Git* — [Project Link]

- Built a full-stack web application for navigation between any 2 campus buildings using React and Java
- Implemented a RESTful API for full-stack communication, extracting building data and computing path requests
- Designed a Graph abstract data type that stores and searches 5500+ nodes and edges representing map points
- Defined a Spark Java backend that parses data and uses Dijkstra's algorithm to return the shortest walking route

Welp Application | *Go, Kubernetes, Docker, GCP, Linux, Git*

- Developed a Yelp-like microservice application with reservation management and review functionality using Go
- Conducted load and performance analysis under various arrival distributions, capping at 11,000 req/sec
- Utilized Docker, Kubernetes, and GCP for cloud hosting and image containerization to deploy and scale the app
- Performed configuration testing on 4 caching policies, resulting in a 110% improvement in application performance

Technical Skills

Languages: Java, Python, C, C++, C#, JavaScript, TypeScript, HTML/CSS, SQL
Frameworks: React, Node.js, JUnit, Kubernetes, Docker
Developer Tools: Git, UNIX/Linux, Visual Studio Code, Microsoft Azure, Unity