Kevin Mui

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EDUCATION

UW Madison
College of Engineering
BS in Computer Science and
in Computer Engineering
Expected Grad. May 2019
Cum. GPA: 3.827

Appleton West HS
Grad. June 2015
GPA: 3.9

SKILLS

Languages:
HTML/CSS/JavaScript, Java
Python, C++, C, SQL
Frameworks:
Angular 2, NodeJS, Ionic,
Twitter Bootstrap
MeteorJS & Phaser (Prior exp.)
Databases:
Firebase, MongoDB (Prior exp.)

COURSEWORK

Object-Oriented Programming
Data Structures
Discrete Mathematics
Artificial Intelligence
Computer Graphics
Machine Organization (some OS)
Database Management

ACTIVITIES

Hackathon Competitor
Project Lead The Way
'14 & '15 National Science Bowl
Fox Valley Math League

05.31.2017

EXPERIENCE

UW Informatics Skunkworks   Sept 2016 – Present
Student Researcher   Madison, WI
- Building a neural network using APIs including Google's TensorFlow and MATLAB as tools for research in Materials Science.
- Focusing primarily on predicting Perovskite compositions that would be practical for use in computing devices.

Computer Science Learning Center   Jan 2017 – Present
Computer Science Tutor   Madison, WI
- Drop-in tutoring students in UW CS courses (Intro to Java, Python, and Data Structures).
- Meet weekly with other tutors and a CS faculty instructors in innovating the CS department's curriculum.

UW Housing   Sept 2015 – May 2017
Student Facility Worker   Madison, WI
- Learning life skills from cooking to managing cleanliness, cooperating with chefs and supervisors, and using time management including both personal and professional.

PROJECTS

Neural Network
[Research] A working project coded in TensorFlow to predict stabilities of Perovskite compositions given their measurable properties.

Graphics Town
[Class Project] An Object-Oriented WebGL (JavaScript) application that can render 3D graphics and motion on a web browser.

Giphy Flashcards
[Personal] A Web and Mobile Flashcard App built using Angular 2 and Ionic respectively that helps students learn new languages using the Giphy API. Has a functional login and database system using Firebase.

Trash-Dove Game
[Personal] A JavaScript game built using Physics and 2D Graphics APIs. Also utilizes the Firebase Database to read and save world data.

Struggle in the Aquarium
[Hackathon] A 2D shooter game built using P5JS API.