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William Kwok

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🌐 https://williamk.info

🎓 EDUCATION

University of Washington - Seattle, Washington   June 2020
- GPA: 3.66/4.0 (Dean's List)
- Bachelor of Science in Informatics with a focus in Data Science, Human-Computer Interaction, and Information Architecture
- Minor in Mathematics
- Current coursework: Databases and Data Modeling, Research Methods in Data Science, Design Methods
- Past coursework: Computer Programming II, Matrix Algebra, Beginning Scientific Computing, Foundations of Data Science, Introductory Web Programming, Differential Equations, Client Side Development, Visual Information Design, Statistical Methods in Engineering and Science, Data Structures and Algorithms

💼 EXPERIENCE

Code and Cognition Lab, Undergraduate Researcher   June 2018 - Present
- Design and build research prototypes using ReactJS, plan studies, gather data, and prepare presentations

Washington iGEM, Hardware / Software Lead Engineer, Web Dev Lead   February 2017 - Present
- Design and oversee a yearly hardware and software project that is made alongside a synthetic biology aspect of the project
- Develop the team website and iGEM Team Wiki (required for competition judging) using ReactJS

Biomedical Image Computing Group, Undergraduate Researcher   January 2018 - June 2018
- Statistical/data analysis of MRI scans using Python, R, and C++
- Process MRI scans using in house software libraries
- Create neural network models in TinyCNN, MXNet, and Tensorflow

Punahou School, Teacher Aide   June 2015 - July 2015
- Soldered underwater ROV controllers
- Helped middle school students build PVC ROVs and got them excited about robotics and engineering

📄 RECENT PROJECTS

Koconut, Code and Cognition Lab   June 2018 - September 2018
- A web tutor that uses the Bayesian Knowledge Tracing algorithm to help users effectively learn programming concepts.
- Enzyme, Express, Firebase, Flow, JavaScript, Jest, Lodash, MaterialUI, React, React Router, Sass

PSTutor, Code and Cognition Lab   June 2018 - July 2018
- A web tutor for problem solving process in the context of canvas drawings
- Firebase, JavaScript, Lodash, MaterialUI, React, React Router

FRC Scouting App 2018   March 2018
- A web application that allows the Hawaii Robotics community to visualize their performance at the state championships.
- Bootstrap, D3js, Firebase, JavaScript, React, React Router

Planet Trip Planner   February 2018 - March 2018
- A trip planner application that allows users to interactively create an itinerary and visualize their budget.
- Firebase, JavaScript, MaterialUI, React, React Router

🔧 SKILLS

Languages: C++, CSS, HTML, Java, JavaScript (ES6), LaTeX, MATLAB, Python, R

Tools and Frameworks: Bootstrap, Enzyme, Firebase, Flow, git, Jest, jQuery, MaterialUI, React, React Native, React Router, R Shiny, Vue

Processes: Agile Development, Data Analysis, Managing, Research, Teaching, Web Development