Kevin Yeh

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EDUCATION

9/2008 - 6/2012 **Stuyvesant High School** New York, NY
CS Average: 97.8 | NY Specialized High School Degree

8/2012 - 5/2015 **University of Texas at Austin** Austin, TX
G.P.A. 3.97 | Major 4.0 | Bachelor of Science: Computer Science

Coursework: *Operating Systems: Honors, Distributed Computing, Computer Vision and 3D Reconstruction, Algorithms and Complexity: Honors, Computational Intelligence in Games Research, Open-Source Software Engineering, Longhorn Startup Lab, Programming Languages, Automated Q&A with IBM Watson, Applied Statistics, Applied Linear Algebra*

Honors: 2015 HackNY Fellow, HackTX 2014 (3rd place), Ebay Hack 2012 (3rd place)
Walter Smith Scholarship and Tuition Exemption, Michael Nord CS Scholarship
Distinguished College Scholar (Top 4%), Chevron UTCS Scholarship

8/2014 - 5/2016 **University of Texas at Austin** Austin, TX
Integrated M.S. Computer Science | RTF Minor (Anticipated)

Coursework: *Wireless/Sensor Networking, Physical Simulation and Animation for Computer Graphics, Autonomous Robots, Robot Learning from Demonstration and Interaction, NLP*

WORK EXPERIENCE

7/2016 – Pres. **Kickstarter** | Backend Engineer New York, NY

5/2015 – 8/2015 **HackNY + MongoDB** | Hacker in Residence & Software Engineering Intern New York, NY
- Built the new MongoDB Rust driver, hosting and presenting at Rust NYC.

1/2015 – 5/2015 **Cerebri** | Android Developer Austin, TX
- Early-stage startup empowering call centers using IBM Watson by connecting users to social services and providing tools for mobile integration, trend analysis and supervised training.
- Architected the Austin211 pilot, partnered with United Way and seed-funded by IBM Watson.

1/2015 – 5/2015 **GeoTrellis** | Facebook Open Academy Engineer Austin, TX
- Integrated Apache Spark + Cassandra support into a high-performance geospatial data processing engine and fixed issues in the Scala framework library.

1/2015 – 5/2015 **The University of Texas at Austin** | T.A. (Algorithms and Complexity: Honors) Austin, TX

5/2014 – 8/2014 **Amazon**| Software Developer Intern (RDS & DynamoDB) Seattle, WA
- Integrated DynamoDB support into RDS backend; designed and developed the database and framework for non-invasive protection and restoration of RDS instances.

2/2013 – 1/2014 **Blastro Networks** | Android Developer Austin, TX
- Updated low-level REST API, JSON parsing, bitmap caching, and networking procedures for performance and portability to smartphones, tablets, and connected TV.
- Rebuilt the UI/UX and deprecated code structure using Honeycomb / ICS APIs and libraries.
- Developed custom resources, swipeable fragments, and variable-width GridViews with headers.
- Implemented synchronized accounts, playlists, video ads, and Facebook integration.

PERSONAL PROJECTS

Languages: Experienced in Java and C/C++ (4+ years), Javascript, Python, and Ruby (2+ years), Rust and Scala (1 year). Proficient in Golang, Perl, Haskell, Netlogo and Scheme/LISP.

Technologies: Experienced with Android/Gradle, OpenGL, OpenCV, Docker, Node.js, Flask, SQL/NoSQL, HTML5/CSS. Proficient with Rails, D3, Spark, Spring Framework, Paypal Adaptive Payments, SDL APIs.

Feb 2015 – P. **HackTX 2015**, **Global Hackathon Seoul** – Innovation Director + Technical Reviewer. Building creative solutions to improve diversity and the hacker experience using D3, CartoDB, LED strips with wifi-enabled microcontrollers, iBeacons, 3D printers, and Slack-integrated systems.

Sept-Dec 2014 **LiteTurn –** Gesture-controlled cyclist turn lights using the Myo, Spark Core, Android GPS bearings, and accelerometer sensors to automate your lights and improve road awareness. Built for HackTX 2014.

Nov 2013 **CodeBench** - a StackOverflow variation that ranks solutions by benchmarking their performances. Built on Node.js/PostgreSQL for HackTX 2013, and extended with Docker/Redis/RabbitMQ for FB Hack 2014.

Sept 2013 **Genetic Fractals Research** – study on the evolution of aesthetically-pleasing fractals based on crowd-sourced testing and observational patterns in the mathematical structure of attractor fractals.

OPEN-ENDED ACADEMIC PROJECTS

March 2014 **Paxos Chat & Bayou Datastore |** *Distributed System Applications*
- Implementations of the Multi-Paxos Protocol for Consensus in Asynchronous Distributed Systems, and the Bayou Anti-Entropy Protocol for Weakly Consistent Replicated Storage Systems.

Sept – Dec '14 **Atlas Powered by IBM Watson** | *Cognitive Computing Research*
- Trained and developed an industrial Q&A web backend for natural language internal documentation lookup and new-hire ramp-up, partnering and integrating with IBM Watson and Atlassian Confluence.

Nov 2014 **Nomad |** *2D Paperman-Style Motion Tweening and 3D Augmented Reality*
- Adapted optical flow and feature-based tracking for Meander-style motion tweening and perspective mapping of painted and modeled structures emplaced in non-planar three-dimensional environments.

April 2014 **Super Ogre Ball** | *Presented to industry professionals at Digital Demo Day 2014*
- A 3D Physics-based racing/puzzle game built from scratch in Ogre3D, with Bullet Physics, CEGUI, OIS, and SDL Sound and Networking capabilities.
- Led a team of four to finish development in five weeks, implementing a full dynamic level and mesh-building scripting language w/ single-player leaderboards and 4-player online matchmaking support.