

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

Coursework: *AP Computer Science AB (Data Structures),
Systems Level Programming, Networking, Computer Graphics*
- 8/2012 - 5/2016 **University of Texas at Austin** Austin, TX
G.P.A. 4.0 | Bachelor of Science: Computer Science (Anticipated)

Coursework: *Computational Intelligence in Game Research, Computer Graphics,
Logic, Sets, and Functions: Honors, Computer Architecture,
Originality in Arts and Sciences Research: Honors*

Awards: Walter Smith Scholarship and Tuition Exemption

WORK EXPERIENCE

- 2/2013 - present **Blastro Networks** | Android Developer Austin, TX
Currently updating the Blastro Android app with new REST API calls and JSON for performance and portability to smartphones, tablets, and connected TV. Also improving the UI and providing additional features.

PERSONAL PROJECTS

Languages: Experienced in Java and C/C++ (3+ years), Perl and Ruby (1 year);
Proficient in Python, JavaScript, Netlogo and Scheme.

Technologies: Experienced with Android, OpenGL, Rails + Ajax, HTML/CSS, JSON, and TCP/UDP.
Proficient with Paypal Adaptive Payments, Swing, and SDL APIs.

- March 2013 **kyeh.me** - a personal website built with the Foundation 4 framework. Testing on cs.utexas.edu/~kyeh.
- October 2012 **Donation-Z** - an Ebay Hackathon game using PayPal's Adaptive Payments API. Players compete on a weekly leaderboard for the chance to donate all profits of the week to their charity of choice.
The Graphinator - a Hack Texas graph visualizer and property finder developed to aid in graph theory education.
- June 2012 **SwipeSpin** - an in-progress Android application for creating short animations using touch inputs on a mobile screen.

ACADEMIC PROJECTS

- March 2013 **Six Degrees of Kevin Bacon**
 - Built a Perl script to search through IMDB and find the Bacon Number and associated path for any given name input. Also added additional UI features.
- June 2012 **Graphics Engine**
 - Built a C graphics engine for rendering 2D curves and 3D shapes with various lighting algorithms.
 - Created a graphical Java Swing port for freehand drawing and transformations.
 - Implemented a motion description language to read and execute animation scripts.
- January 2012 **VizChat (Visual Chat Server)**
 - Created a multicast UDP chat server in C based on the concept of avatars walking to different chat rooms across monitors.
 - Visual portions were implemented in SDL, and data transferred over TCP.

SKILLS & ACTIVITIES

- 2008 - 2012 **Stuyvesant's Long Form Improv Troupe**
Experienced in short and long form improvisational games, structures, and techniques.
- 2004 - 2011 **Graphic Design**
Provided illustration and design services to online communities and their forums.