

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 (Anticipated)
- Coursework: *Operating Systems: Honors, Distributed Computing, Computer Vision and 3D Reconstruction, Algorithms and Complexity: Honors, Programming Languages, Game Technology, Automated Q&A with IBM Watson, Applied Statistics, Applied Linear Algebra, Computational Intelligence in Games Research*
- Awards: 2014 HackNY Fellow Invitee, 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 (Anticipated)
- Coursework: *Wireless/Sensor Networking, Physical Simulation and Animation for Computer Graphics*

WORK EXPERIENCE

- 5/2014 – 8/2014 **Amazon** | Software Developer Intern (RDS & DynamoDB) Seattle, WA
- 2/2013 – 1/2014 **Blastro Networks** | Android Developer Austin, TX
- Updated REST API, JSON parsing, 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), Python, Perl, and Ruby (2+ years);
Proficient in Haskell, Javascript, Netlogo and Scheme.

Technologies: Experienced with Android/Gradle, OpenGL, OpenCV, Node.js/Jade, DynamoDB, SQL, and HTML5/CSS.
Proficient with Rails, Bootstrap, Paypal Adaptive Payments, Spring, and SDL APIs.

- Sept 2014 **LiteTurn** – Gesture-controlled bicycle turn signal 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.
- October 2012 **Donation-Z** - a game built using PayPal's Adaptive Payments API for Ebay Hackathon 2012. Players compete on a weekly leaderboard for the chance to donate all profits of the week to their charity of choice.

OPEN-ENDED ACADEMIC PROJECTS

- 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 fully-featured level and mesh-building scripting language with single-player leaderboards and 4-player online matchmaking and networking support.
- March 2014 **Paxos Chat & Bayou Datastore**
- Implementations of the Multi-Paxos Protocol for Consensus in Asynchronous Distributed Systems, and the Bayou Anti-Entropy Protocol for Weakly Consistent Replicated Storage Systems.
- Nov. 2014 **Automated Paperman-Style Motion Tweening and Augmented Reality Models**
- Adapted optical flow and feature-based tracking for Meander-style motion tweening and geometric blending of painted and modeled structures emplaced in non-planar three-dimensional environments.
- Sept-Nov. 2014 **Atlas Powered by IBM Watson**
- Trained and developed an industrial Q&A application for natural language internal documentation lookup and new-hire ramp-up, partnering and integrating with IBM Watson and Atlassian Confluence.

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 forums.