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++ (3+ years), Python, Perl, and Ruby (2+ years); Proficient in Haskell, Javascript, Netlogo and Scheme.

Technologies: Experienced with Android/Gradle, OpenGL, Node.js/Jade, DynamoDB, SQL, and HTML5/CSS. Proficient with Rails, OpenCV, 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 based on their benchmarked times. Built on Node.js and Bootstrap for HackTX 2013, and extended with Docker and 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.

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.

March 2013	**Six Degrees of Kevin Bacon**

- Built a Perl script to search through IMDB for the Bacon Number and associated path of any actor.
- Added additional UI features and strengthened regex matching to be concise and 10% more efficient than the instructor's solution.

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.