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. 3.98 | 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

G.P.A. 4.0 | 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   Nomad: 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.