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: *Data Structures, Systems Level Programming,*
Computer Architecture, Networking, Computer Graphics

8/2012 - 5/2015 **University of Texas at Austin**   Austin, TX
G.P.A. 3.96 | Major 4.0 | Bachelor of Science: Computer Science (Anticipated)

Coursework: *Operating Systems: Honors, Artificial Intelligence: Honors, Distributed Computing,*
Algorithms and Complexity: Honors, Programming Languages, Game Technology,
Computational Intelligence in Games Research, Applied Linear Algebra

Awards: 2014 HackNY Fellow Invitee
Walter Smith Scholarship and Tuition Exemption, Michael Nord CS Scholarship
Distinguished College Scholar (Top 4%), Ebay Hackathon 2012 - 3rd Place (Donation-Z)

WORK EXPERIENCE

5/2014 – 8/2014 **Amazon** | Software Developer Intern (Amazon Web Services)   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 (1 year);
Proficient in Haskell, Javascript, Netlogo and Scheme.

Technologies: Experienced with Android/Gradle, OpenGL, Node.js/Jade, HTML5/CSS, JSON, and TCP/UDP.
Proficient with Rails + AJAX, PostgreSQL, Paypal Adaptive Payments, Swing, and SDL APIs.

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.

The Graphinator - a graph visualizer and property finder developed to aid in graph theory education.
Built in Java and Java Swing for HackTX 2012.

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.

February 2014   **Artificially Intelligent Pacman Agents**
- Implemented a variety of intelligent Pacman agents in Python, including classical search, A*, Minimax and Expectimax with alpha-beta pruning, and reinforcement learning with MDPs and Q-Learning.

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.

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.

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.