

Kevin Yeap

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Education

University of California Santa Cruz

September 2011 – June 2015

Bachelor of Science (B.S.) Computer Science, June 2015

Related Courses: Introduction to Computer Graphics, Software Design Project II, Fundamentals of Compiler Design I, Analysis of Algorithms, Intro to Software Engineering, Computation Models, Intro to Operating Systems, Comparative programming, Abstract Data Types, Computer Architecture, Advanced Programming, Data Structures, Computer Systems and Assembly Language, Game Design, Robot Automation

Job Experience

Software Engineer, Dell EMC DSSD, Menlo Park, CA

June 2015 – May 2017

- Demonstrated Golang's effectiveness in the current admin stack
- Wrote template Makefiles for easy Golang development and package dependency handling to standardize file structure and maintain a cleaner code base
- Wrote a startup service to populate redis database with missing customer-facing data
- Refactored firmware controller for a significantly more responsive command line interface using technologies Golang, Redis Pub/Sub and Bson.
- Increased stats processing speed by 10x by prototyping high-performance stats pipeline

Lab Tutor, University of California (UCSC), Santa Cruz, CA

October 2014 – June 2015

- Computer Systems and Assembly Language Lab T.A.
- Tutored students in basic logic design, assembly and C programming
- Graded completed labs and lab reports

Robotics Teacher, Celsius and Beyond, Learning Bee, San Francisco, CA

June 2010 – August 2012

- Supervised a group of 15-20 grade school children
 - Taught basic physics and robot building concepts from a self-developed curriculum
 - Reinforced curriculum concepts by engaging the students in Lego building activities
 - Coached teams of students competing in First Lego League (FLL); Mentored teams consistently placed in the top in all areas being scored.
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Senior Project

HP Storage: OpenStack Software Development

January 2015 – June 2015

Software development on OpenStack Swift. Project was managed by HP using the scrum process and techniques of agile development. The goal of the project is to implement metadata search capabilities by setting up a metadata server that accepts commands using RESTful API. High level goals included improving the Metadata server's scalability and performance.

Skills

Programming Languages: (Proficient)Go, Golang; (Familiar) Python, C, C++, JavaScript

Technologies/Tools: GNU Make, Redis, Git, Reviewboard, Bugzilla, JSON, BSON, Flatbuffers

Personal Projects/Code: <https://github.com/paeynivek>