

Kevin Yeap

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Objective

Seeking employment opportunities in computer science related fields.

Education

University of California Santa Cruz

September 2011 – June 2015

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

Dell EMC, DSSD Inc. (Emerging Technologies Division), Menlo Park, CA

June 2015 – May 2017

- Setup golang infrastructure and demonstrated its effectiveness in the current admin stack
- Prototyped high performance stats pipeline and time-series aggregation
- Implemented flatbuffers data format to replace JSON for high performance
- Tools maintenance and general bug fixing

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
- Grading completed labs and lab reports

Robotics Teacher, Celsius and Beyond, San Francisco, CA

June 2012 – August 2012

- Managed my own large class of students
- Taught basic physics and science material to students
- Created fun robotics building projects and activities for students

Robotics Instructor, Learning Bee Learning Center, Fremont, CA

June 2010 – August 2011

- Instructed young students to build and program robots using Mindstorms
 - Designed the robotics curriculum for future teachers to use
 - Formed and coached an accomplished team competing in FIRST Lego League
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Projects

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)C, C++, Java, Python, JavaScript, WebGL

Technologies/Tools: Makefile, Redis, Git, Reviewboard, Bugzilla

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