**Kevin Yeap**

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**Objective**

Seeking employment opportunity in computer science related fields.

**EDUCATION**

**University of California Santa Cruz** *(September 2011 – Present)**B.S. Computer Science*

* Expected Graduation Date: June, 2015

***Related Courses***: Fundamentals of Compiler Design I, Intro to Software Engineering, Computation Models,

Analysis of Algorithms, Intro to Operating Systems, Comparative programming, Abstract Data Types, Computer Architecture, Advanced Programming, Data Structures, Computer Systems and Assembly Language, Game Design

**Job Experience**

**Lab Tutor, University of California (UCSC), Santa Cruz, CA** *(October 2014 – Present)*

-Lab tutor for Computer Systems and Assembly Language class

-Tutor students in basic logic design, assembly and c programming

-Grading completed labs

**Robotics Teacher, Celsius and Beyond, San Francisco, CA** *(June 2012 – August 2012)*

-As a teacher I was expected to manage 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 the Center for future teachers to use

-Formed and coached an accomplished team competing in FIRST Lego League

**Team-based Projects**

**HP sponsored open source software development** *(January 2015 – Present)*

A project proposed and sponsored by Hewlett-Packard. Project was managed by an HP Representative using the scrum process and techniques of agile development. The goal of the project is to setup a metadata server to be integrated into OpenStack Swift. High level goals included improving the Metadata server’s scalability and performance. This was done by replacing the database manager from SQLite to a more scalable solution, and replacing metadata crawlers by implementing a WSGI plugin to catch metadata at the proxy level. Coded in Python.

**Game Design and Production** *(January 2013 – March 2013)*

Designed, programmed, and finalized a fully playable game using JavaScript and HTML 5.

I was an integral part of the design process, which included deciding the game genre, unique features and game mechanics. Handled a significant programming portion of the game’s menu system, and its particle system.

Playable Game Link: <http://people.ucsc.edu/~kyeap/Dapper/>

**Skills**

-**Programming Languages**: C, C++, Java, Python, Haskell, JavaScript, HTML 5

-**My Projects/Code**: https://github.com/paeynivek

**-**Experienced in Unix, Linux and Windows, Microsoft Word, Excel, PowerPoint, and LaTeX

-Piano and oboe for 8 years and achieved Advanced Level for Certificate of Merit