

KEVIN YEUNG

Vermont, United States

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EDUCATION

University of Vermont, Burlington

August 2017 - May 2020

Bachelors and Accelerated Masters in Computer Science, Minor in Mathematics

Relevant Coursework: Algorithm Design, Data Structures, Evolutionary Robotics, Human-Computer Interaction, Cybersecurity Defense, Engineering Mathematics and Statistics

WORK EXPERIENCE

University of Vermont

September 2018 - May 2020

Teaching Assistant

- Collaborated with professors and other T.A's to direct in-class coding labs.
- Held office hours to help students with course material and programming issues.
- Review and/or debug assignment submissions using test cases.

PROJECTS

Leap Motion ASL Tutor

- Program teaches users A.S.L. using the Leap Motion API.
- Machine learning algorithm uses positional coordinates of points on a user's hand as game input.

Block Bounce

- Developed in a team of 3 using scrum/agile and C++'s GLUT.
- Infinite runner game that incorporates user-based dynamic difficulty and customizable visuals.

Swarm Seek

- Utilizes a Unix-based physics engine developed to simulate predator/prey behaviors.
- Deep-learning algorithm allows for simulated species to emulate realistic safari tactics.

EXTRACURRICULAR

Activities

C.S. Crew

2018-2020

- Undergraduate student-run computer science club that participates in hosting student led workshops, guided project nights, and research talks.

UVM Men's Club Soccer

2017-2019

- Semi-competitive team that participated in local and regional competitions. Worked with elementary and middle schools in Northeast to mentor and coach the upcoming youth teams.

Honors

University of Vermont: Dean's List

2017, 2018, 2019

- Awarded to students who maintain a grade point average of 3.0 or better and rank in the top 20 percent of their class in their respective schools or colleges.

Lufuno Tshikororo Award

2019, 2020

- Awarded to emerging student leaders who demonstrate outstanding commitment to academic success and community development.

SKILLS AND INTERESTS

**Technical
Interests
Learning**

Python, Java, C++, SQL, Machine Learning, Software Engineering, Visual Studio, Git, Latex
Astronomy, Finance, Robotics, Gaming, Graphics Design
Kali Linux, Swift, Web Development, Cybersecurity, Artificial Intelligence