KEVIN YEUNG

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EDUCATION

University of Vermont, Burlington *August 2017 - May 2020*

Bachelors and Accelerated Masters in Computer Science, Minor in Mathematics

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

ABOUT ME

I am a recent computer science graduate at University of Vermont. I have had previous experience working in industries including health, tech, and business. At the moment, I am currently looking for an opportunity to begin my career in C.S. I'm indecisive on whether or not to continue my education, I believe it's best to "test the waters" in the C.S. industry first, which will help me decide whether it is worth the time to pursue a higher degree.

WORK EXPERIENCE

University of Vermont September 2018 - May 2020

Teaching Assistant

· Assisted professors in providing students with extra coursework help/materials. Held weekly tutoring sessions in provided offices and provided lecturers with performance feedback. Collaborated with other teaching assistants and directed in-class coding labs. Additionally held 1-on-1 sessions in subjects including: Languages (ie: python, java, C++), Robotics, Machine Learning, and Algorithm Design

PROJECTS

Leap Motion ASL Tutor

The project aims to provide a user friendly graphical interface that uses the Leap Motion API. The algorithm takes 3-dimensional positioning coordinates of the points on a user's hand to teach them American Sign language. The UI and ASL games are controlled by hand gestures. The goal is to teach new users the basics of gesturing letters, numbers, and words in a "gamified" way.

Block Bounce

In a team of three using SCRUM based tactics, a graphics-based runner was created in C++ using openGL and glut. Users are provided with an elegant menu where they may choose the map they wish to play on. The game consists of multiple randomly generated walls which the user's character must avoid. The dynamic difficulty and ever changing background provides users with an entertaining experience. A later 3D implementation was created in Unity using the same difficulty algorithm.

Swarm Seek

Using a physics engine provided by Dr.Josh Bongard, a population of robotic beings were evolved mimic the behavior of predator(lion) and prey(gazelle) organisms in a safari environment. By using machine-learning targeting/avoidance metrics in the robotic species, the simulation begins to mirror real predator-prey relationships; as well as team-based tactics over several generations.

SKILLS AND INTERESTS

Technical	Python, Java, C++, SQL, Machine Learning, Git, Latex
Interests	Finance, Astronomy, Robotics, Gaming, Video Production, Soccer
Learning	Kali Linux, Swift, Web Design