Kevin Yeung

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PROFILE

Creative and disciplined computer science graduate seeking tech-based opportunities in the United States. Quick to learn and particularly proficient in problem-solving. I'm currently "testing the workforce waters." I want to first experience the variety of industries that computer scientists can find themselves in, before committing to earning my Masters degree. I believe that technology is the future and I want to contribute towards the progress that will bring humanity there.

EDUCATION

University of Vermont, Burlington *August 2017 - May 2020*
Bachelors in Computer Science, Minor in Mathematics

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

University of Vermont, Burlington *August 2020 - Deferred*
Masters in Computer Science, Concentration in Machine Learning and Artificial Intelligence

WORK EXPERIENCE

University of Vermont September 2018 - May 2020
Undergraduate 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++), Machine Learning, and Algorithm Design

University of Vermont December 2018 - May 2019
Hardware Technical Support

· Provided phone and in-person support services for public. Used diagnostic tools such as multi-meters to detect and troubleshoot issues on consumer devices. Performed both software and hardware maintenance services on personal (Windows, Mac, Linux) and mobile (IOS, Android) systems.

Northwestern Medical Center Sept 2017 - Dec 2017
Speech and Language Pathology Intern

· Working alongside pathologist Dr. Thomas Suppan, learned to operate in a laboratory setting. Overviewed basic tissue examination techniques and cooperated with medical staff in running speech rehabilitation exercises. Practiced use of lab equipment to determine sample quality and reported findings in a professional vocal/written manner.

Saint Albans City Chamber of Commerce Sept 2016 - Dec 2016
Finance Intern

· Assisted a city manager and cooperated with various department committees to draft budget plans for the coming year. Cooperated with officials in brainstorming and managing commerce program/policies for the city. Interacted with local businesses to update financial reports and ensure policy compliance.

PROJECTS

Simple URL
Python widget to allow Windows and Linux users to easily shorten lengthy urls. Uses Cuttly API and Tkinter. Users simply drag and drop (or copy-paste) their original url and the widget displays a truncated version to be copied. Users may reconfigure hotkey combinations to make the process almost instantaneous.

Batch Rename
Multi-file rename script that allows users to customize how they wish to rename groups of files. Users may choose to opt for a numerical or alphabetized ordering and in addition set 'base' naming parameters. The program utilizes a Tkinter-based GUI however users can also simply run the script in the same directory as their target files using a terminal.

Personal Website: kevin-yeung.com
My personal website is an ongoing project which I started to learn web development. I plan on updating throughout the year as more applications are developed. The minimalistic site is hosted on NameCheap and is built from scratch. The homepage consists of a javascript game of asteroids which allows visitors to entertain themselves as they try and beat the high scores of previous visitors. Scores and visitor counts are saved into a simple database. The site provides quick access to my resume, cv, projects, and corresponding links respectively.

RISK
Pygame implementation of the classic board game: RISK. Created in collaboration with 3 other team members. I took on roles of project manager and back-end developer. Users begin the game at an animated menu where they may follow the GUI to start playing, look up controls, or quit. The same exact rules as the board game are implemented here where the objective of players is to conquer the world and defeat other contestants using their armies. RISK implements an divide and conquer AI in single player mode. With multiplayer, up to 6 local players may play consecutively.

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.

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.

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.

EXTRACURRICULARS

Computer Science Crew (C.S. Crew) University of Vermont
Member *2018-2020*

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

Society of Physics Students University of Vermont
Member *2017-2018*

· Physics-oriented society dedicated to learning more about the universe around us and to teach the public about physical sciences via outreach programs.

Film Club University of Vermont
Member *2017-2018*

· Student run club that offers workshops to allow others to engage in the film making process. Events hosted include screen play competitions and showcases for student work.

Asian Student Union University of Vermont
Member *2019-2020*

· ASU works to provide an inclusive community for students that identify as Asian/Pacific-Islander and those who are interested in Asian and Asian American culture. The group works to promote multi-cultural understand of the Asian American experience among members, the UVM community, and across the state of Vermont by hosting charity-driven fundraisers and cultural experiences for the general public.

UVM Men's Club Soccer University of Vermont
Member *2017-2019*

· Club team competes in semi-competitive divisions and builds community relations. The team collaborates with local middle and high schools to host training camps where players mentor and coach youth teams.

HONORS

Lufuno Tshikororo Award ALANA
Recipient *2020*

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

Dean's List University of Vermont
Honor *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.

Justin Morrill Scholarship University of Vermont
Recipient *2017, 2018*

· Morrill Scholarships are awarded to admitted Vermont first-year students who demonstrate strong academic performance. Applicants must be enrolled in 12 or more credits per semester and maintain a minimum cumulative grade point average of 3.0. Morrill Scholars are awarded a $2,000 annually for four years (eight semesters).

Patrick Family Scholarship University of Vermont
Recipient *2017, 2018*

· Awarded to Vermont first-year students who demonstrate outstanding academic performance. Applicants must be enrolled in 12 or more credits per semester and maintain a minimum cumulative grade point average of 3.0. Patrick Scholars are awarded $5,000 merit scholarship.

SKILLS

Soft

- Software Development (ie: Scripting, Automation)
- Network Analysis Intrusion Detection
- Front-end Back-end Development
- Back-end Development
- Analysis (ie: Data Analytics, Business process, Statistics, Models)
- Cybersecurity (ie: Privacy Policy, IDS/IPS, security analysis)
- Leadership (ie: Team Lead, Project Management)
- Teamwork (ie: Collaboration, Co-op, SCRUM (Agile) Methodology)

Technical

- Python
- Java
- C++
- C
- Structured Query Language (SQL)
- JavaScript
- PHP
- R
- Matlab
- Haskell
- LUA

Tools/Platforms

- Windows OS (XP, Vista, 7, 10)
- Linux (Derived platforms, ie: Kali Linux, Android OS)
- Mac OS (X El Captain, High Sierra)
- Mobile Platform (Android/IOS)
- Visual Studio (Visual Studio Code, Unity)
- .NET Framework
- Snort (Network Analysis, Intrusion detection and prevention)
- mySQL (Database Management)
- Unreal Engine
- Adobe Creative Cloud (Photoshop, After Effects, ect.)
- Microsoft Office Suite