Kyle Young

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EDUCATION

University of California, Santa Cruz

Bachelors of Science in Computer Science   **September 2013 – June 2017**

EXPERIENCE

Software Engineering Intern   **August 2015 - Present**

Team SoloMid

Phalcon PHP, MySQL

- Created a web application using the MVC design pattern that analyzes 14,000+ League of Legends matches.
- Allows the user to download the result of this analysis to be used in-game as item sets.

PROJECTS

Twitch.tv Chat Analysis

Python, Matplotlib, SQLite

- Ingested twitch.tv IRC chat into a SQLite database using Python.
- Graphed chat data with matplotlib to see peak chat activity in livestreams.

Distributed Chat System

Bloom language

- Implemented a fully distributed chat system with basic leader election.
- Currently working on partition management.

League of Legends Tribunal Analysis

CouchDB, MapReduce

- Scraped chat logs from the League of Legends website.
- Used MapReduce to analyze game chat logs stored in JSON after first cleaning the raw data with Java.

RELATED COURSES

Completed

-Algorithms and Abstract Data Types   -Social Data Analytics and Visualization
-Introduction to Networking   -Database Management Systems
-Computer Systems and Assembly   -Mobile Applications

Fall 2015

-Computer Architecture   -Computational Models

SKILLS

Languages: Java, Python, PHP
Technologies: MySQL, Git, Bash