Khaled (Kyle) Wong

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EDUCATION

University of California, Los Angeles (UCLA)   Expected Jun. 2020
- Bachelor of Science, Computer Science
- Overall GPA: 4.00

EXPERIENCE

Engineering Society of UCLA (ESUC)
Board Member Intern   Oct. 2016 to Present
- Work alongside the webmaster in revamping and redesigning the ESUC website
- Develop a responsive website using HTML, CSS, JavaScript, and Materialize framework

RoMeLa Robotics Lab | UCLA
Undergraduate Research Assistant   Jun. 2016 to Present
- Currently program the climbing mechanisms for the Hexapod robot in Python using Light Detection and Ranging (LIDAR)
- Implemented virtual reality in the Oculus Rift to synchronize Darwin's (robot) vision and head rotation using C#, C++, Unity, and network protocols.

FIRST Robotics Team 3952 | Fullerton, CA
Programming Team Co-Lead   Sept. 2015 to May 2016
- Programmed data processing, drive train, and controller in Java
- Delegated other programming tasks to foster collaboration and meet competition deadline

Dana-Farber Cancer Institute | Boston, MA
Summer Intern   Jun. 2015 to Aug. 2015
- Published a research article *The Role of Precision Medicine in Pancreatic Cancer: Challenges for Targeted Therapy* to Cancer Translational Medicine
- Conducted laboratory experiments in DNA extraction in pancreatic tumor cells

PROJECTS

Locare: Database Messaging Application (SD Hacks) (*PHP, SQL*)   Oct. 2016
- Implemented the backend portion by establishing a connection to the Linode server and storing the user's chat history and geographic location in a database

Server Showdown (*Unity 3D, C#*)   Dec. 2015 to Apr. 2016
- Oversaw a 250-hour collaborative 3D game development project to educate players about cybersecurity practices and networks
- Incorporated data storage and dynamic memory allocation for enhanced user experience

A Breach in the System (*Unity 3D, C#, JavaScript*)   Jan. 2015 to Jul. 2015
- Implemented basic artificial intelligence in this 3D game about computer viruses
- Placed 7th nationally in FBLA Computer Game and Simulation Programming Competition

Stargazing (*Lua*)   Jun. 2014 to Aug. 2014
- Programmed ray casting algorithms to dynamically generate 3D stars in the telescope UI
- Provided innovative user experience, which led to over 6500 plays and 94% positive rating

SKILLS

- Programming Languages: Java, C++, and C#
- Web Development: HTML, CSS, JavaScript, PHP, and SQL
- Software: Eclipse, Visual Studio, Unity, Android Studio, Paint.NET, and Blender
- Languages: English (native), Cantonese (native), and Spanish (proficient)