

Khaled (Kyle) Wong

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EDUCATION

University of California, Los Angeles (UCLA)

Expected Jun. 2020

- Bachelor of Science, Computer Science
- Overall GPA: 3.971

EXPERIENCE

Taboola (*React Native, Redux, Scrum environment*)

Software Engineering Intern

Jun. 2017 to Present

- Develop Newsroom Healthcheck, a mobile application that allows publishers to quickly check and be notified about their articles' performance such as page views and click rate
- Work on user interface, integrate live data from API endpoints, and set up push notifications on important data alerts, which involve both frontend and backend logic

Engineering Society of UCLA (ESUC) (*HTML, CSS, JavaScript, Materialize framework*)

Webmaster

Apr. 2017 to Present

- Develop and maintain the ESUC website and the annual Engineers' Week website
- Manage the UCLA Boelter Hall display boards using Google Firebase platform

Daily Bruin (*HTML, CSS, JavaScript, Bootstrap framework*)

Web Developer

Jan. 2017 to Present

- Create informative and artistic websites for themed Daily Bruin news articles such as Black History Month

RoMeLa Robotics Lab | UCLA (*Unity 3D, C#, C++*)

Undergraduate Research Assistant

Jun. 2016 to Jun. 2017

- Connected Darwin's (robot) vision and head rotation with the Oculus Rift using network protocols, allowing a user to see the world in the robot's perspective through virtual reality

PROJECTS

Fowler (HackTech) (*Python, HTML, CSS, NodeJS*)

Mar. 2017

- Developed the data analytics dashboard and integrated machine learning (ML) by training a large dataset using Google Prediction API and Google Cloud Platform to detect possible phrases related to sexual harassment
- Won "Best Data Driven Hack," "#HackHarassment," and "Best Use of Google Cloud ML"

Interactive Pascal (*Unity 3D, C#*)

Feb. 2017 to May 2017

- Generated a 3D Pascal's Triangle which the user can interact with through ray casting by using Samsung Gear VR to examine various mathematical properties of Pascal's triangle

Server Showdown (*Unity 3D, C#*)

Dec. 2015 to Apr. 2016

- Oversaw and developed a 250-hour collaborative 3D game development project to educate players about the network infrastructure and cybersecurity best practices

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

SKILLS

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