

Anthony Sky Ng-Thow-Hing

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EDUCATION

Homestead High School

GPA: **4.0** | Expected Graduation: **June 2021**

Technical Coursework | AP Computer Science, AP Statistics, AP Calculus BC, AP Physics Mechanics Calculus, Multimedia Design

TECHNICAL SKILLS & INTERESTS

Languages | Python, Java, Swift, C#, CSS, JavaScript, HTML

Digital Media | Adobe Photoshop, Adobe Illustrator, AdobeXD, Adobe InDesign, Adobe After Effects, Final Cut Pro, Blender, Unity

Interests | App Development, Human-Centered Design, Soccer Freestyle, Graphic Design, Filmmaking, Computer-Generated Imagery

WORK EXPERIENCE

The Wall Lab at Stanford School of Medicine | Research Assistant

May 2020 - Present, Stanford, California

Project: [GuessWhat](#) — Therapeutic mobile intervention and charades game for children with Autism

- **Designed app pages** in AdobeXD w/ an emphasis on **user experience** through **divergent & convergent experimentation**
- **Conceptualized & implemented** app features in Swift UIKit & Java Android Studio to **increase user retention**
- **Coordinated interviews** with Autism podcasts & blogs, **increased social media engagement** by **4100%**
- **Co-authored paper**, A Gamified Mobile Platform for Improving Social Communication in Children with Autism: A Semi-Randomized Controlled Trial, & **Presented at** Stanford MCHRI Research Symposium
- **Revamped and maintained** the <https://guesswhat.stanford.edu/> website using JavaScript, HTML, & CSS
- **Analyzed** video data to **train a first-of-its-kind Machine Learning Autism Diagnostic Model**

Yurgo LLC | Lead Product Developer

Feb 2020 - Present, Austin, Texas (remote)

Project: [Yurgo](#) — Sports-themed social media platform that facilitates 1-on-1 connections & competitions.

- **Designed the app's user interface** in AdobeXD & implemented using Swift UIKit
- **Collaborated w/ founders** to **devise new app features & conduct consumer interviews**
- **Produced promotional graphics & video adverts** in Photoshop & After Effects that **increased click through rates** by **100%**

Stanford Compression Forum | Commissioned Theatre Director & Researcher

June - October 2020, Stanford, California

- Co-directed "[YOU ARE HERE \(AND HERE AND THERE\)](#)": Virtual **multi-platform** educational play about relativity
- Co-directed "[Transcending Isolation: Hope](#)": details global effects of covid. **Accepted into Breath Project Archive & Festival**
- **Created 3D animations** in Blender & **AI-scripts** using natural language processor model **GTP-2**
- Co-authored humanities paper published in the **Stanford Informaticists journal**: [YOU ARE HERE \(AND HERE AND THERE\): A virtual extension of theatre](#)

PROJECTS

Basketball GO AR

- **Developed** a comprehensive **5-star Augmented Reality** basketball game (Unity C# scripting)
- **Designed 3D models** in Blender & **2D assets** in photoshop
- **Prototyped** w/ Swift Scene Kit, **marketed** using an **Instagram challenge (treating consumers as nodes in a network)**

Netflix Movie Recommender System

- **Devised Java algorithm** to **predict** user-ratings for new movies
- **Incorporated user-similarity & analyzed** prior user ratings

EXTRACURRICULARS

Youngzine | Lead Videographer & Graphic Designer

November 2018 - June 2020, Cupertino, California

- **Produced videos** for **board funding** & to **document current events**
- **Designed infographics** to highlight the impacts of **climate change** & other **global issues**

Future Engineers LLC | Director

June 2019 - August 2020, Cupertino, California

- **Developed curriculum** for and **taught: 3D printing, animation, Java, and Computer Science**
- Collaboratively **recruited** 100+ students & teachers