Anthony Sky Ng-Thow-Hing

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EDUCATION

Johns Hopkins University | B.S in Computer Science & Cognitive Science, minor in Entrepreneurship & Management, expected 2025 Homestead High School | 4.0 GPA, Valedictorian, graduated 2021

TECHNICAL SKILLS

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

Software | Unity, Xcode, VS Code, Android Studio, Photoshop, Illustrator, XD, Figma, After Effects, Final Cut, Blender, React Native

WORK EXPERIENCE

Health 3D LLC | Software Engineer & 3D Designer

Sep 2021 - Present, Baltimore, Maryland

Educational app for caretakers to learn about the Craniosynostosis defect in newborns to augment post-surgical child care

- Designed & developed an app that displays interactive 3D comparisons of skulls pre & post surgery using Unity C# Scripting
- Modified & animated mesh bodies derived from MRI Scans w/ Fusion360 & Blender 3D to create educational in-app videos

PetCode Inc. | Founding Member & UI/UX Designer

Dec 2020 - Present, Cupertino, California

Pet-Tech Startup that keeps pets safer, happier, and healthier with a Smart QR Tag & companion mobile app

- Iteratively designed low & high fidelity Figma app mockups to resolve user pain points through convergent A/B testing
- Coordinated 26 user interviews to empathize with diverse pet owners & analyzed Amplitude in-app usage data
- Collaboratively shipped a product used by 1000+ worldwide, garnering over 20k in revenue

Wall Lab at Stanford Medicine | Research Assistant & Software Engineer

May 2020 - Aug 2021, Stanford, California

Project: GuessWhat - Novel therapeutic mobile app intervention and charades game for children with Autism

- Conceptualized & developed game features in Swift UIKit & Java Android Studio to increase treatment adherence
- Assessed clinical efficacy w/ paired sample T tests & analyzed gameplay video data to train a ML autism diagnostic model
- Conducted a **260 participant nationwide study** & **Co-authored paper**, A Mobile Game Platform for Improving Social Communication in Children with Autism, **Presented at Stanford MCHRI Research Symposium**

Yurgo LLC | Product Developer & Designer

Feb 2020 - Aug 2021, Austin, Texas (remote)

Sports-themed social media platform that facilitates 1-on-1 connections & competitions

- Designed high fidelity AdobeXD app mockups & implemented frontend using Swift UIKit using Cocoapod libraries
- Produced promotional graphics & video adverts in Photoshop & After Effects that increased click through rates by 100%
- Collaboratively published a 5-star social media app w/ 800+ monthly active users

SOFTWARE PROJECTS

Netflix Movie Recommender System

- Devised **item-item & user-user collaborative filtering neighborhood Java Algorithms** w/ 4 weighted categories (genres, tags, timestamp, & titles) to predict how users would rate new movies
- Designed a graphical user interface to recommend users new Netflix movies using the Java Swing framework

Basketball GO AR Mobile Game

- Developed a comprehensive 5-star Augmented Reality basketball game w/ C# scripting & Unity AR Foundation
- Designed basketball hoop models in Blender 3D, Prototyped w/ Swift SceneKit & ARKit
- Implemented leaderboards w/ GameCenterPlatform Scripting API to increase engagement, played by 1000+ worldwide

Collar Professional Social Media Platform

- Designed UI & developed front-end of a social media app promoting corporate social responsibility w/ Android Studio Java
- Integrated the app w/ Firebase (cloud-based database) Backend to dynamically download & display user data
- Placed 4th in the National FBLA Mobile Development competition w/ 62 finalists & 200+ entries

InJourna AI Mental Wellness App

- Created a mental wellness journaling app for hospital inpatients powered by a sentiment analysis AI algorithm
- Developed the front-end w/ React Native & connected it to our Firebase & Flask Backends for ML model integration
- Awarded 'Hacking runner-up', 'most innovative venture', & 'best domain name' at HopHacks out of 50+ teams