Anthony Sky Ng-Thow-Hing

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EDUCATION

Johns Hopkins University | 3.81 GPA, B.S in Computer Science & Cognitive Science, expected 2024

TECHNICAL SKILLS

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

Software | Unity, Xcode, VS Code, Android Studio, Photoshop, Illustrator, Figma, Swift UI, Final Cut, Blender, React, Node, SQL

WORK EXPERIENCE

Apple Inc. | Incoming Software Engineering Intern   Starting May 2023
- Will design & implement health-oriented features with **Swift** as part of the **Health Research & Developmen**t team
- Will help develop **ResearchKit** and **CareKit** to help medical professionals create comprehensive apps for studies

ServiceNow Inc. | Product Design Intern   May 2022 - Aug 2022, Santa Clara, California
Project: Workspace - Platform providing agents, case managers & help desk professionals w/ tools to resolve customer problems
- Collaborated w/ PM & engineers to devise solutions to **streamline agent workflows** w/ a **user-centric design approach**
- Iteratively designed mock-ups & prototyped **new product features** using **Figma** w/ emphasis on **accessibility**
- Led the design of features that enhance customer service management used by the **NBA, Coca Cola, Deloitte**, and more

Health 3D LLC | Software Engineer & 3D Designer   Sep 2021 - May 2022, 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 i**nteractive 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
- Created a product used by **Johns Hopkins medical professionals** improving **transparency & communication** w/ caretakers

Wall Lab at Stanford Medicine | Research Assistant & Software Engineer   May 2020 - Aug 2021, Santa Clara, 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

SOFTWARE PROJECTS

Copycat ML-driven Mobile Game
- Developed a **live camera** & **facial emotion recognition** based game for **improving social communication** in children w/ autism
- Implemented the **front-end w/ React Nativ**e & used **Amazon API gateway** to connect w/ **AWS Backend** to run ML model using **Lambda, EFS, S3**
- Won **'Most User-friendly Learning Platform'**, **'Best Philanthropic App'**, & placed **1st** at HopHacks 2022 out of 50+ teams

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 Back-ends** for **ML model** integration
- Awarded **'Hacking runner-up', 'most innovative venture'**, & **'best domain name'** at HopHacks 2021 out of 50+ teams

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**