

Anthony Sky Ng-Thow-Hing

408-680-3202 | Bay Area, CA | skynth.com | angthow1@jhu.edu | [Linkedin](#)

EDUCATION

Johns Hopkins University | 3.86 GPA, B.S in Computer Science & Cognitive Science, expected 2025

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, Git

WORK EXPERIENCE

Apple Inc. | Software Engineering Intern

May 2023 - Present, Cupertino, California

Team: Health Research & Products - Creating tools that empower care providers & researchers to transform health through technology

- Designed & developed an IOS app w/ SwiftUI, UIKit & ResearchKit, streamlining the creation of medical research apps
- Collaboratively maintained [CareKit](#) framework used by researchers worldwide to create health studies & advance patient care
- Placed 2nd out of 150+ teams in Apple's ideation competition judged by executives, presented our idea company-wide

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 enhanced customer service management used by the NBA, Coca Cola, Deloitte, and more

Health 3D LLC | Software Engineer

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 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
- 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 Native & 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