

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 & INTERESTS

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

Interests | Mobile/Web/Game Dev, UX Research/Design, Human-Computer-Interaction, AR, VR, Applied ML, Film, Learning Science

WORK EXPERIENCE

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 Developer

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 w/ 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**

Stanford Compression Forum | Commissioned Theatre Director & Researcher

Jun - Mar 2021, Stanford, California

- **Co-directed "YOU ARE HERE"**: Virtual immersive **multi-platform** digital educational play about relativity
- **Co-directed "Transcending Isolation: Hope"**: details global effects of Covid. Accepted into **Breath Project Archive & Festival**
- Devised **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**
- **Presented about multiplatform virtual theater experiences** at **Stanford Compression Workshop 2021** to 60+ students & faculty

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 **3D models** in Blender & **2D assets** in Photoshop
- Prototyped w/ **Swift SceneKit & ARKit**, **marketed w/an Instagram challenge** by treating consumers as nodes in a network

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