# 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 Pro, Blender, Maya
**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 - August 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 - August 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          June - March 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

**Collar Professional Social Media Platform**
- **Designed Figma UI** & **developed front-end** of a social media app promoting corporate social responsibility (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**