Kyle Wong

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Education

University of California, Santa Barbara (UCSB) Expected Graduation: June 2022

B.S., in Computer Engineering (GPA: 3.89)

Relevant Coursework:

- Artificial Intelligence
- Computer Communication Networks
- Data Structures and Algorithms
- Android Application Development

Relevant Experience

Incoming Software Development Engineering Intern June 2021 — August 2021

Amazon (East Palo Alto, CA)

Undergraduate Researcher December 2020 — Present

SLAB Neuroscience and Neuroengineering Lab (Santa Barbara, CA)

- Investigate methods for denoising and analyzing 2-photon calcium imaging data of neuronal populations
- Lead project assessing the performance of a convolutional neural network denoising algorithm requiring no ground truth

Junior Software Development Engineer June 2020 — Present

UCSB Enterprise Technology Services (Santa Barbara, CA)

- Implement and optimize campus-wide Identity & Access Management platform using Aurelia framework for front end web page functionality and Spring Boot for back end REST services
- Add functionality to account management, affiliate creation, and user lookup pages
- Routinely employ Agile software development practices in conjunction with Azure DevOps Services

Undergraduate Research Assistant September 2019 — September 2020

Center for Mindfulness and Human Potential (Santa Barbara, CA)

- Implemented and refined front end of *Finding Focus*, a mindfulness learning platform with over 25,000 users developed using React
- Developed many user-facing components, including landing pages, account creation flow, and course progress tracking
- Used GitHub in tandem with Trello to support Agile software development practices

Projects

O-Test January 2021

- Created a full stack web application as part of the SB Hacks VII hackathon using the K-Nearest Neighbors algorithm to assess a user's health and lifestyle to prevent obesity
- Developed ML model, user authentication, backend integration, and frontend design using scikit-learn, Firebase, Flask, Google Cloud Platform, and React
- Project placed top five out of over 80 other projects

Atmospheric Water Generation Project October 2018 — March 2020

- Led the Controls Team of a research project sponsored by SACNAS, managing a team of fellow engineering students in the development of a control system for a proof of concept atmospheric water generation device
- Designed and implemented an Arduino-controlled system designed to monitor sensor readings, control power relays, and log collected data
- Scheduled meetings, delegated tasks, presented weekly progress reports, and served as a point of contact with project coordinator and other team leads

Skills

- Languages: Java, Kotlin, JavaScript, C++, Python
- Frameworks: React, Aurelia, Spring Boot
- Tools: Git, GitHub, Azure DevOps, Firebase, GCP
- Operating systems: Windows, Android, LINUX