

james kao

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experience

WhatsApp | SDE intern

summer 2015 - windows phone

Worked on rendering iOS 8.3 emoji sequences on the windows phone applications. Implemented a custom in-app camera feature which allowed for easy captioning of taken pictures

Weenix

spring 2015 - c language

Built an operating system based off of early version of Unix. Weenix ran on a single processor and used the System V filesystem beneath a virtual filesystem. Completed implementation used virtual memory and supported the usage of user land binaries.

Pi-xel | <http://pi-xel.herokuapp.com/>

winter 2015 - web

Developed a platformer game where players defined all sprites and animations of their characters. Creations are saved and queried using Node.js and mongodb.

BUMP (Bringing Unmet Modes of Participation)

spring 2015 - raspberry pi, python

Worked with Professor Claudia Rebola and Cody Chu to develop a prototype exploring adult social isolation. Video feed from two raspberry pis are activated using PIR motion sensors before being streamed to each other.

relevant coursework

Algorithms | Structure and Interpretation of Computer Programs (61a), Algorithms and Data Structures (16), Design and Analysis of Algorithms (157)

Math | Linear Algebra and Differential Equations (54), Discrete Mathematics and Probability Theory (70)

Systems | Introduction to Computer Systems (033), Operating Systems and Lab (167 + 169)

Fall 2015 | Introduction to Computer Graphics (123), Computer Networks (168), Topics in 2D Game Engines (1971)

skills

General · python, c#, c, java, c++, matlab, sql, powershell
Adobe · photoshop, indesign, illustrator, fireworks
Web · html, css, javascript, jquery, node.js, mongodb
Windows Phone · xaml, silverlight

education

Rhode Island School of Design. BFA. Graphic Design 2018
Computer Science courses from Brown University and UC Berkeley