

# Kevin Yeh

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## EDUCATION

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- 9/2008 - 6/2012 **Stuyvesant High School** New York, NY  
CS Average: 97.8 | NY Specialized High School Degree
- 8/2012 - 5/2015 **University of Texas at Austin** Austin, TX  
G.P.A. 3.97 | Major 4.0 | Bachelor of Science: Computer Science  
Coursework: *Operating Systems: Honors, Distributed Computing, Computer Vision and 3D Reconstruction, Algorithms and Complexity: Honors, Computational Intelligence in Games Research, Open-Source Software Engineering, Longhorn Startup Lab, Programming Languages, Automated Q&A with IBM Watson, Applied Statistics, Applied Linear Algebra*  
Honors: hackNY (2016 Mentor, 2015 Fellow), HackTX 2014 (3<sup>rd</sup> place), Ebay Hack 2012 (3<sup>rd</sup> place)  
Walter Smith Scholarship and Tuition Exemption, Michael Nord CS Scholarship  
Distinguished College Scholar (Top 4%), Chevron UTCS Scholarship
- 8/2014 - 5/2016 **University of Texas at Austin** Austin, TX  
Integrated M.S. Computer Science | Film Studies Minor  
Coursework: *Wireless/Sensor Networking, Physical Simulation and Animation for Computer Graphics, Autonomous Robots, Robot Learning from Demonstration and Interaction, NLP*

## WORK EXPERIENCE

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- 5/2016 – Pres. **Kickstarter** | Platform Engineer New York, NY
- 5/2015 – 8/2015 **hackNY + MongoDB** | Software Engineering Intern New York, NY  
• Built the MongoDB Rust 1.0 driver, hosting and presenting at Rust NYC.
- 1/2015 – 5/2015 **Cerebri** | Android Developer Austin, TX  
• Early-stage startup empowering call centers using IBM Watson by connecting users to social services and providing tools for mobile integration, trend analysis and supervised training.  
• Architected the Austin211 pilot, partnered with United Way and seed-funded by IBM Watson.
- 1/2015 – 5/2015 **GeoTrellis** | Facebook Open Academy Engineer Austin, TX  
• Integrated Apache Spark + Cassandra support into a high-performance geospatial data processing engine and fixed issues in the Scala framework library.
- 5/2014 – 8/2014 **Amazon** | Software Developer Intern (RDS & DynamoDB) Seattle, WA  
• Integrated DynamoDB support into RDS backend; designed and developed the database and framework for non-invasive protection and restoration of RDS instances.
- 2/2013 – 1/2014 **Blastro Networks** | Android Developer Austin, TX  
• Updated low-level REST API, JSON parsing, bitmap caching, and networking procedures for performance and portability to smartphones, tablets, and connected TV.  
• Rebuilt the UI/UX and deprecated code structure using Honeycomb / ICS APIs and libraries.  
• Developed custom resources, swipeable fragments, and variable-width GridViews with headers.  
• Implemented synchronized accounts, playlists, video ads, and Facebook integration.

## AFFILIATIONS

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**Hacker Paradise** | Hacker in Residence **HackTX / Freetail Hackers** | Advising Board, Innovation Director  
**hackNY** | Fellowship Mentor, Hacker in Residence **Global Hackathon Seoul** | Technical Reviewer  
**UT Austin** | T.A. - Mobile Computing: Android, Algorithms and Complexity: Honors

## PERSONAL PROJECTS

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- Languages:** Experienced in Java and C/C++ (5+ years), Javascript, Python, and Ruby (2+ years), Rust and Scala (1 year).  
Proficient in Golang, Perl, Haskell, Netlogo and Scheme/LISP.
- Technologies:** Experienced with Android, OpenGL, OpenCV, Docker, Node.js, Flask, SQL/NoSQL, HTML5/CSS.  
Proficient with Rails, D3, Spark, Spring Framework, Paypal Adaptive Payments, SDL APIs.
- Feb-Oct 2015 **HackTX 2015, Global Hackathon Seoul** – Innovation Director + Technical Reviewer. Building creative solutions to improve diversity and the hacker experience using D3, CartoDB, LED strips with wifi-enabled microcontrollers, iBeacons, 3D printers, and Slack-integrated systems.
- Sept-Dec 2014 **LiteTurn** – Gesture-controlled cyclist turn lights using the Myo, Spark Core, Android GPS bearings, and accelerometer sensors to automate your lights and improve road awareness. Built for HackTX 2014.
- Nov 2013 **CodeBench** - a StackOverflow variation that ranks solutions by benchmarking their performances. Built on Node.js/PostgreSQL for HackTX 2013, and extended with Docker/Redis/RabbitMQ for FB Hack 2014.
- Sept 2013 **Genetic Fractals Research** – study on the evolution of aesthetically-pleasing fractals based on crowd-sourced testing and observational patterns in the mathematical structure of attractor fractals.

## OPEN-ENDED ACADEMIC COLLABORATIONS

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- Nov 2014 **Nomad** | *2D Paperman-Style Motion Tweening and 3D Augmented Reality*  
• Adapted optical flow and feature-based tracking for Meander-style motion tweening and perspective mapping of painted and modeled structures emplaced in non-planar three-dimensional environments.
- April 2014 **Super Ogre Ball** | *Presented to industry professionals at Digital Demo Day 2014*  
• A 3D Physics-based racing/puzzle game built from scratch in Ogre3D, with Bullet Physics, CEGUI, OIS, and SDL Sound and Networking capabilities.  
• Led a team of four to finish development in five weeks, implementing a full dynamic level and mesh-building scripting language w/ single-player leaderboards and 4-player online matchmaking support.
- Sept – Dec '14 **Atlas Powered by IBM Watson** | *Cognitive Computing Research, partnered with IBM and Atlassian.*  
March 2014 **Multi-Paxos Chat & Bayou Anti-Entropy Datastore** | *Distributed System Applications*