

Kyle Wong

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EDUCATION

University of California, Los Angeles (UCLA)

B.S. in Computer Science
Expected Jun. 2020
GPA: 3.90 / 4.00

COURSEWORK

Data Structures
Algorithms & Complexity
Discrete Math
Computer Organization
Software Construction Lab
Operating Systems
Linear Algebra
Computer Networks

AWARDS

Rose Hills Foundation Scholar 2017-2018

Dean's List

Winter 2017, Spring 2017, Fall 2017

Upsilon Pi Epsilon

CS Honor Society Member &
Web Chair

Tau Beta Pi

Engineering Honor Society
Member & Project Chair

Progfest Programming Competition

1st Place

FBLA Computer Game & Simulation Programming

7th Place Nationals

SKILLS

Programming Languages

C++	Java
C	Python
C#	

Frontend

HTML	React
CSS	Redux
JavaScript	jQuery

Backend

NodeJS	Spring
Django	Hibernate
SQL	

Other

Linux	Android Studio
Unity	Git
Virtual Reality	

EXPERIENCE

Redfin

Software Engineering Intern

Jun. 2018 to Present

- Implemented notifications on housing deals to inform transaction coordinators of any new customer offers and reminders on any upcoming deadlines in the home buying process
- Used Hibernate, Spring, PostgreSQL, and Java on the backend and React, Reflux, and JavaScript on the frontend

Laboratory for Embedded Machines and Ubiquitous Robots

Undergraduate Research Assistant

Mar. 2018 to Present

- Optimized test runs by 2x in CoLo, a simulation environment for cooperative localization
- Generated robot animations with Python and matplotlib to analyze state estimation algorithm performance based on root mean squared error between estimated and actual coordinates

UCLA DevX

Full Stack Developer

Jan. 2018 to Present

- Worked on BruinHub, a comprehensive platform that organizes a student's college experience such as course schedule, extracurricular events, and nearby community events
- Developed calendar and events dashboard using React and Redux
- Handled Facebook authentication flow from server to web page

Taboola

Software Engineering Intern

Jun. 2017 to Sep. 2017

- Developed Newsroom Mobile, a mobile application that allows publishers to check their articles' performance using data analytics such as page views and click rate
- Worked with the Newsroom Vision team to connect push notifications and implement live data from Taboola APIs, using React Native and Redux

Daily Bruin

Web Developer

Jan. 2017 to Present

- Gathered, filtered, and analyzed data on UCLA courses to determine the length and size of lectures by department, using Python and D3, for The Stack, a tech and data blog
- Created websites for news articles such as Black History Month

PROJECTS

SwapperHeroes | React, JavaScript, Python

Mar. 2018

- Explored Generative Adversarial Network machine learning models such as CycleGAN to swap a user's body with their favorite superheroes frame by frame through a webcam
- Incorporated eBay API to suggest top 3 costume listings of the user's favorite superhero
- Won "Best Hack for eBay APIs" at HackTech 2018

Spherecraft | Unity 3D, C#, JavaScript

Jan. 2018 to Mar. 2018

- Used Google Custom Search Engine API and voice recognition to create an interactive world with Oculus Rift and Leap Motion
- Won "Arthrex Visual Based Gesture Challenge," SpaceX 3rd Place, and Finalist (top 8 out of 72 teams) at SB Hacks IV

Hidden Gems | JavaScript, NodeJS

Oct. 2017 to Nov. 2017

- Implemented an interactive map using Google Maps API, featuring crowdsourced ratings and descriptions of over 100 unfamiliar places
- Used Firebase to store and query place statistics such as ratings and number of reviews

Fowler | Python, HTML, CSS, NodeJS

Mar. 2017

- Trained a large dataset using Google Prediction API to detect offensive phrases through natural language processing (NLP) and developed the data analytics dashboard
- Won "Best Data Driven Hack," "#HackHarassment," and "Best Use of Google Cloud ML" at HackTech 2017

Server Showdown | Unity 3D, C#

Dec. 2015 to Apr. 2016

- Created a 10 level 3D action game using custom 3D maps, textures, and background music to educate players about computer networks and cybersecurity best practices
- Used procedural generation to create an infinite survivor mode filled with intelligent robots