

Kevin Wu

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EDUCATION

Drexel University

Computer Science B.S. and M.S., cum laude

Philadelphia, PA

Graduated June 2023

EXPERIENCE

Comcast

Fullstack Engineer

- Angular web app for creating and managing highly-customizable networks from various vendors, increasing network activation speed by **>50%**.
- Develop user interfaces and service-oriented backend systems while ensuring code quality via SonarQube CI/CD pipelines, Swagger, and TDD
- Support and migrate **~100K** customers to enhance network custom configs with upstream and downstream systems.
- Effectively communicate and promote collaboration with product owners, UX designers, and engineering teams to achieve quality user experience.
- Oversee testing support across 3 environments and resolve any defects before network activation/device installation.

Philadelphia, PA

July 2023 – Present

Meta

Graphics Engineer Intern

- Researched and trained PCA models on **1.3K** high-fidelity bodies, totaling over **33.8M** vertices.
- Generated over **600** new texture-mapped digital humans by applying classical machine learning techniques. Engineered file specifications for saving PCA models, which reduced runtime by **20x**.
- Experimented with digital human sets from 3 different PCA-style approaches for quality.
- Wrapped combinations of **50 heads** and **300 bodies** to different topologies with experimental R3DS software.

Menlo Park, CA

June 2022 – Sept. 2022

Bentley Systems

Software Engineer Intern

- Implemented caching of Node.js packages to decrease test pipeline flakiness by **80%**.
- Adapted Azure CLI tool to support filtering service hooks when fetching, editing, and creating custom webhook event types.
- Improved file performance by **3x** when reading and generating template .yaml files for Azure CLI service hooks.
- Created a data visualization dashboard to track services and its' statuses, overall centralizing and increasing visibility of server outages and deployment issues.

Philadelphia, PA

March 2021 – July 2021

PROJECTS

Dust2 | *WebGL, JavaScript, HTML/CSS*

- Interactive clone of Counter-Strike's de_dust2 A site.
- Added first-person-shooter's camera mechanics, preventing gimbal lock and upside-down cameras and recreating movement controls from the original game.
- Rendered **61** low-poly models (**4.4K** vertices) with interactive lighting via WebGL with framerates above **62.5 FPS**.
- Implemented flat-shading, Phong-based directional flashlights, texture-mapped walls, skybox, and other assets.

NotYourCity | *Unity*

- Interactive game where player as Zelda uses weapons inspired by Minecraft and Counter-Strike to defeat NYC-based mobs.
- Applied **pathfinding AI** for melee-based mobs to recognize collisions and **seeking** hostile projectiles.
- Engineered inventory system for players and mobs with weapon firerate and ammunition limits.

RELATED COURSEWORK

Computer Science: Computer Programming I-II, Data Structures, Web and Mobile App Development, Systems Architecture, Software Architecture, Operating Systems, Software Security

Computer Graphics: Computer Graphics, Interactive Computer Graphics, Computer Game Design & Development, Graphical User Interfaces, Computational Photography, Human-Computer Interaction

Machine Learning: Artificial Intelligence, Machine Learning, Game AI Development

TECHNICAL SKILLS

Languages: C/C++*, Java*, Python*, JavaScript*, SQL*, HTML/CSS*, MATLAB*, Bash*, C#, MIPS, Go, Racket, Haskell, \LaTeX

Frameworks: React, Angular, Node, Flask, Java Spring, Unity, Material UI, Swagger

Tools: Git, GitHub Actions, DigitalOcean, Unity3D, Blender, R3DS, Docker, VS Code, PyCharm, IntelliJ, vim

Libraries: WebGL, NumPy, Matplotlib, Pyplot, PyTorch3D, pandas

Operating Systems: Windows, macOS, Ubuntu

**Indicates expert*