




# Kevin TA

## PERSONAL

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LOCATION: Calgary, Alberta, Canada  
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## EDUCATION

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AUG 2018 Master of Science in COMPUTER SCIENCE  
University of Calgary, Canada  
Human Computer Interaction

APR 2016 Bachelor of Science, Honours, in COMPUTER SCIENCE  
University of Calgary, Canada  
GPA: 3.78/4.0

## TECHNICAL SKILLS

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LANGUAGES: C#, Javascript, Python, Java, C++, MySQL  
PLATFORMS: Unity3D, Android, Arduino, Node.js, D3.js, HTML, Vuforia  
FABRICATION: PCB Milling, Circuit Building, 3D Printing, Laser Cutting  
OTHER TOOLS: GitHub, Travis CI, Amazon Web Services, Illustrator, Adobe Premiere

## PROJECTS

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MAR 2018 | **Bod-IDE**  
*Unity3D, OpenCV, Kinect v2*  
Built an Augmented Reality mirror for prototyping interactive garments in eFashion  
Developed a custom computer vision algorithm for Augmented Reality tracking  
Published poster to the Designing Interactive Systems conference (DIS '18)

FEB 2018 | **Robot Improv Puppet Theatre**  
*HTML, Javascript, Socket.io, Node.js, Python, Arduino*  
Developed a crowdsourcing improvisation robot performer that acts with improvisors  
Built a node.js proxy server to manage web interface submissions  
Designed a backend UI to manage the Braccio robot and audience submissions  
Published paper to the Designing Interactive Systems conference (DIS '18)

MAR 2017 | **WaterRush: Competitive Orienteering Game**  
*Unity3D, Arduino, Android, Node.js*  
Designed a competitive orienteering race where players rush to gain points  
Fabricated a system of physical nodes using NFC to allow creative play field setup  
Built a back-end infrastructure to handle multi-player on mobile

## WORK EXPERIENCE

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- Current** | **Graduate Research Assistant**  
*University of Calgary, Computer Science, Interactions Lab*  
Developed Augmented Reality creativity support tools  
Designed an improvisation robot performer  
Developed a multi-platform networking toolkit for prototyping
- MAY-AUG 2016** | **Research Assistant**  
*University of Calgary, Computer Science, Interactions Lab*  
Developed a mobile personal visualization tool for product comparison  
Designed and ran an in-situ user study evaluating the tool  
Analyzed qualitative and quantitative study data
- MAY-AUG 2015** | **Undergraduate Research Assistant**  
*University of Calgary, Computer Science, Interactions Lab*  
Developed Augmented Reality systems using Unity and Vuforia  
Administered and designed a user study evaluating the effectiveness of the system  
Submitted a paper to a scientific conference, resulted in a CHI 2016 paper as co-author  
Explored various augmented reality software and sensors
- AUG-DEC 2013** | **Volunteer Programmer**  
*University of Calgary, Faculty of Business*  
Programmed a monte-carlo simulation to model patients to clinic operations  
Configured Excel Solver to find optimal scheduling using Visual Basic  
Developed time management skills, setting and meeting proposed deadlines

## TEACHING EXPERIENCE

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- SEPT '16- APR '18** | **Teaching Assistant**  
*University of Calgary, Computer Science*  
Mentored 17 students in interaction design on state-of-the-art and physical platforms  
Taught students Unity, Arduino, Google Cardboard, and Kinect v2  
Built a networking tool kit to support prototyping on multi-platform systems  
Evaluated student design projects and portfolios
- FEB-APR 2015** | **Instructor**  
*Technovation, University of Calgary*  
Taught the basics of User-Centered design and Startups to 8 highschool girls  
Encouraged creative thinking and design focused on solving community problems  
Coached students on public speaking and pitching  
Organized weekly meetings and course materials
- JUNE 2013** | **Mentor**  
*Chic Geek, Calgary*  
Introduced students to developing on Wordpress in groups of 5  
Taught novice programmers the basics of PHP and CSS  
Coached students with examples by analyzing snippets of source code