

[Kevin Mok] # _

☎: [647-685-2500](tel:647-685-2500)

✉: me@kevin-mok.com

🔗: kevin-mok.com



Overview

I am a 3rd year CS student and enthusiast of all things Linux and FOSS. I am looking for an internship to fully dedicate myself to that will test my abilities, provide the opportunity to gain valuable knowledge and experience and jumpstart my career with a solid foundation.

Projects

Spotify Visualizer

July 2018

- Web app that scans your Spotify library using their API to produce **d3 graphs** to visualize the artists, genres and features of tracks in your library.
- Can also keep track of your listening history. Currently runs as a **cron** job on my local machine to keep track of my own.
- Uses **Django** and **PostgreSQL** for back-end.

ParsaFood

Feb. 2018

- **Android** app that reads ingredient labels and detects any dietary restrictions/allergies.
- Made during a 24-hour **food-themed hackathon** in a group with two other members. Came in 2nd place and won an **Oculus Rift**.
- Came up with the idea based on **personal experience**.

Grocery Finder

April 2019

- Proof of concept for a web app that finds the best supermarket for your needs based on the total price of your cart items and distance from you.
- Responsive front-end using **Bootstrap**. Uses **Node.js** and **MongoDB** for back-end.
- Currently deployed on **Heroku**.
- Took on role as project leader to prioritize and delegate tasks while also implementing a majority of the core features.

TrapBot

March 2018

- reddit bot that looks for comments with song names and responds with their respective SoundCloud links.
- Received positive feedback from users who saw the bot's posts.
- Uses **Python** API wrappers for SoundCloud and reddit.

Super ADA Bros

May 2019

- Clone of Super Mario Bros 1-1, but Mario is mobility-impaired and uses ramps to get through the level.
- Able to played using only head movement by getting input from a face-tracking script (**OpenCV**).
- Implemented in **Godot**, an open-source game engine.
- Made during a 24-hour **accessibility-themed hackathon**.

Education

- **University of Toronto**: Computer Science Specialist

2017-2021