

Kenny Hui

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EDUCATION

Stony Brook University

Bachelor of Science in Computer Science

Relevant Coursework: Analysis of Algorithms, Data Structures, Systems, Principles of Programming Languages

Awards: Code-A-Site 2025 First Place

Stony Brook, NY

Aug 2024 – May 2028

EXPERIENCE

Stony Brook University

Teaching Assistant

- Facilitated bi-weekly programming labs for **120+ students**, providing technical guidance on **Java fundamentals**, including recursion, multi-dimensional arrays, and file I/O
- Improved lab completion rates by 30% by simplifying complex **Object-Oriented Programming (OOP)** concepts (inheritance, polymorphism, abstraction) for students
- Increased student performance and knowledge retention by hosting office hours and providing academic support

Jan 2026 – Present

Stony Brook, NY

SBU Web Development Club

Webmaster

- Leading the development of the club website using **SvelteKit** and Sanity CMS, focusing on responsive design and SEO optimization to increase student engagement
- Architected a scalable component library to streamline open-source contributions and ensure UI/UX consistency
- Promoted the learning of web development on campus by organizing and instructing technical workshops on **Svelte** and **Supabase** for Stony Brook University students

Aug 2025 – Present

Stony Brook, NY

PROJECTS

Freetime | *TypeScript, SvelteKit, TailwindCSS, OCI*

- Built a full-stack **SvelteKit** scheduling app with **30+** users to programmatically identify overlapping free time among student class schedules
- Engineered a high-performance **custom calendar UI** with responsive layouts, implementing complex state management for real-time visualization of multi-user availability without external dependencies
- Reduced latency and optimized load times by utilizing **Server Side Rendering (SSR)** and **Vercel Edge Functions** while managing a persistent **PocketBase** backend instance on **Oracle Cloud Infrastructure (OCI)**

Flaggle | *TypeScript, SvelteKit, TailwindCSS, Node.js*

- Increased play speed by **60%** by developing a flag recognition engine using **SvelteKit** featuring **fuzzy search** algorithms and keyboard shortcuts for optimized user flow
- Limited asset management overhead by building a **Node.js** pipeline to automate SVG-to-component transformation
- Reduced game load times by **90%** by implementing a local cache for flag assets, ensuring high performance

Code-A-Site | *TypeScript, SvelteKit, TailwindCSS*

- Placed first among **40+** competitors, judged on technical complexity, UI design, and original gameplay mechanics
- Engineered a fully functional **SvelteKit** game within a strict 4-hour time constraint, managing the full development lifecycle from UI/UX design to deployment
- Implemented reactive state management and component-based architecture to ensure high performance and smooth user interactions under rapid development cycles

LEADERSHIP & INVOLVEMENT

Volunteer, SBUHacks: Supported logistics and operations for an MLH-backed 48-hour hackathon (Nov 2025)

Social Media Manager, Stony Lions: Designed branding and managed digital presence (Aug 2025)

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Java, Python, C, HTML, CSS, SQL, C#, VB.NET, R, MATLAB

Frameworks: SvelteKit, Svelte, Node.js, Express.js, Tailwind, React, Astro, Electron, Socket.IO,

Tools: Git, Docker, Cloudflare, Oracle Cloud (OCI), Vercel, Supabase, PocketBase