

# Kenny Hui

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## PROJECTS

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**Virtual Clicker** | GitHub | *JavaScript, HTML/CSS* Sep 2022 – May 2024

- Built a custom in-class polling system to replace Google Forms for my high school calculus class, improving speed and usability.
- Created a mobile responsive, student-focused UI; utilizing the Web Storage API to persist student data across sessions, improving efficiency.
- Implemented context-based features that take the current class period into account.
- Integrated the open-source MathLive library to provide LaTeX-style math input and rendering.

**Freetime** | GitHub | *TypeScript, SvelteKit, TailwindCSS, Pocketbase* Aug 2024 – Present

- Built a full-stack web platform for Stony Brook students to share and compare availability with friends.
- Implemented Google OAuth2 for secure login; deployed on Oracle Cloud and Vercel.
- Wrote a TypeScript parser to abbreviate campus buildings and generate Google Maps coordinates.
- Used Zod to validate user input and improve reliability.

**Flaggle** | GitHub | *TypeScript, SvelteKit, TailwindCSS* Jun 2024 – Present

- Built a web-based flag recognition game with fuzzy search + keyboard shortcuts to improve recall speed.
- Used Node.js and TypeScript to generate PNG flag assets from an SVG source set.
- Implemented a novel input system using a combination of fuzzy search and keybindings to speed up gameplay.

**Game Jam: "Mini Jam 79: Frogs"** | *Unity, C#* Apr 30, 2021 – May 3, 2021

- Created a third-person shooter in Unity within a 72-hour time limit for an itch.io game jam.
- Designed levels using Unity ProBuilder and custom 3D assets using Blender.
- Placed #34 of 187 entries.

## EDUCATION

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**Stony Brook University** Stony Brook, NY

*Bachelor of Science in Computer Science; GPA: 3.85*

*Aug 2024 – May 2028*

## EXPERIENCE

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**Freelance** Jan 2024 – Jun 2024

*Frontend Developer*

*New York*

- Delivered a fully responsive website for a client to manage posts and product listings.
- Integrated Decap CMS to enable non-technical users to update the site content easily.
- Used 11ty and Nunjucks to optimize performance and maintainability.

## TECHNICAL SKILLS

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**Languages:** TypeScript, Java, SQL, HTML/CSS

**Frameworks:** Node.js, Svelte, SvelteKit, Tailwind, Astro, 11ty, Electron

**Libraries:** Express.js, Socket.IO, Zod

**Developer Tools:** VSCode, Git, Docker, Oracle Cloud