

# Anthony Sky Ng-Thow-Hing

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## EDUCATION

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**Johns Hopkins University** | 3.86/4.0 GPA, B.S in Computer Science & Cognitive Science, minor in Entrepreneurship, **May 2025**

## TECHNICAL SKILLS

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**Languages** | Java, Swift, C, C++, C#, CSS, Javascript, HTML, Python

**Software** | React, Unity, Xcode, VS Code, Android Studio, Photoshop, Illustrator, Figma, Swift UI, Final Cut, Blender, Node, SQL, Git

**Courses** | Machine Learning: Deep Learning, Human Language Technology (NLP, LLM), Object Oriented Software Engineering, Computer Vision, Data Structures & Algos, Prob & Stats, Multivariable Calculus, Linear Algebra, Software Testing & Debugging, AI

## WORK EXPERIENCE

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**Apple Inc.** | Software Engineering Intern May 2023 - Aug 2023, Cupertino, California

**Team:** Health Research & Products - Creating tools that empower care providers & researchers to transform health through technology

- Designed & developed an iOS app w/ SwiftUI, UIKit & ResearchKit, streamlining the creation of medical research apps
- Collaboratively maintained [CareKit](#) framework used by researchers worldwide to create health studies & advance patient care
- Placed 2nd out of 150+ teams in Apple's ideation competition judged by executives, presented our idea company-wide

**Object-Oriented Software Engineering (EN.601.421)** | Course Assistant Aug 2022 - May 2023, Baltimore, Maryland

Course covers object-oriented analysis & design, code smells, design principles, program testing, team programming, & code reviews

- Mentored 100+ students w/ developing end-to-end full-stack applications w/ React, Firebase, MongoDB, and PostgreSQL
- Conducted 2-week agile sprints, implementing Scrum practices to ensure timely milestone delivery by student development teams
- Collaboratively devised curriculum & taught core concepts at office hours: client-server architecture, REST, UML, APIs

**Inbound Careers Inc.** | Software Engineer July 2022 - April 2023, Baltimore, Maryland

University recruiting platform that connects diverse student organizations directly with employers and recruiters

- Developed a full-stack web app w/ client-server architecture using React & Javascript for the frontend & Firebase for the backend
- Created student & recruiter portals, facilitating recruiters from Blackstone, Mastercard & Deloitte to reach out to students
- Emphasized platform scalability, supporting adoption by students from 16 universities including Stanford, Northwestern & UCs

**ServiceNow Inc.** | Product Design Intern May 2022 - Aug 2022, Santa Clara, California

**Project:** [Workspace](#) - Platform providing agents, case managers & help desk professionals w/ tools to resolve customer problems

- Collaborated w/ PM & engineers to devise solutions to streamline agent workflows w/ a user-centric design approach
- Iteratively designed mock-ups & prototyped new product features using Figma w/ emphasis on accessibility
- Led the design of features that enhanced customer service management used by the NBA, Coca Cola, Deloitte, and more

**Wall Lab at Stanford Medicine** | Research Assistant & Software Engineer May 2020 - Aug 2021, Santa Clara, California

**Project:** [GuessWhat](#) - Novel therapeutic mobile app intervention and charades game for children with Autism

- Conceptualized & developed game features in Swift UIKit & Java Android Studio to increase treatment adherence
- Assessed clinical efficacy w/ paired sample T tests & analyzed gameplay video data to train a ML autism diagnostic model
- Conducted a 260 participant nationwide study & Co-authored paper, [A Mobile Game Platform for Improving Social Communication in Children with Autism](#), presented at Stanford MCHRI Research Symposium

## SOFTWARE PROJECTS

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### [Copycat ML-driven Mobile Game](#)

- Developed a live camera & facial emotion recognition based game for improving social communication in children w/ autism
- Created frontend w/ React Native & used Amazon API gateway to connect AWS backend to run ML model w/ Lambda, EFS, S3
- Won 'Most User-friendly Learning Platform', 'Best Philanthropic App', & placed 1st at HopHacks 2022 out of 50+ teams

### [InJourna AI Mental Wellness App](#)

- Created a mental wellness journaling app for hospital inpatients powered by a sentiment analysis AI algorithm
- Developed the front-end w/ React Native & connected it to our Firebase & Flask Back-ends for ML model integration
- Awarded 'Hacking runner-up', 'most innovative venture', & 'best domain name' at HopHacks 2021 out of 50+ teams

### [Basketball GO AR Mobile Game](#)

- Developed a comprehensive 5-star Augmented Reality basketball game w/ C# scripting & Unity AR Foundation
- Designed basketball hoop models in Blender 3D, Prototyped w/ Swift SceneKit & ARKit
- Implemented leaderboards w/ GameCenterPlatform Scripting API to increase engagement, played by 1000+ worldwide