

EXPERIENCE

Google

November 2019 – Present

Software Engineer

Irvine, CA

- Coordinated with the VPC Service Controls (VPC-SC) team to develop high quality testing tools to configure previously manually written test environments to validate the behavior of Google Cloud Platform (GCP) services within a virtual private cloud.
- Promoted within three cycles (in 2021) due to strong independence and impact (one cycle ahead of average).
- Saved service team an estimated 30 hours per year per service plus 36 hours per service over 70+ services by writing an automated test configuration for their new feature.
- Designed and implemented large-scale migration of a test environment management tool from Google Cloud Deployment Manager to the IaC service Terraform. Challenges included migrating legacy environments as old as 1.5 years, and migrating over 100 different environments without breaking continuous testing.
- Increased speed of said tool's deployment checkout process by ~40% for VPC-SC configurations.
- Community contributions include interviewing, internal and external mentoring, and regular code reviews.

Five Prime Therapeutics

June 2019 – November 2019

Software Engineer

San Francisco, CA

- Developed web services and applications to help facilitate end-to-end operations for scientists onsite.
- Quickly adapted to the code base to improve function and clarity of preexisting projects as well as take on and oversee projects to bring new features to the scientists.
- Communicated regularly with scientists on-site and designed projects within the scope of their needs.

UCSD Department of Pediatrics: Knight Lab

April 2018 – August 2018

Software Developer

San Diego, CA

- Refactored scripts used to extract survey data by integrating HTTP requests to pull data from external APIs.
- Updated PostgreSQL database to house newly formatted data and prepare it for metadata analysis.

SKILLS

- **Technical Skills:** Unreal Engine 5, Python, C++, GCP, Terraform, C#, Java, JavaScript, Unity, Blender

PROJECTS

Third-person shooter prototype

August 2022 - October 2022

Unreal Engine, C++

<https://github.com/AlexanderFengFeng/ShooterMcZooter>

- Code written from scratch (without UE third-person shooter template).
- Implemented movement, shooting via line-tracing, animation blending and state machines, AI, UI, SFX.

Zephyr

November 2018 - January 2019

Unity, C#

<https://alexanderfengfeng.itch.io/zephyr>

- Top-down space shooter built in Unity and written in C#.

WWGFBT

December 2018 - January 2019

React, JavaScript, HTML, Trello (Scrum board)

<https://www.WWGFBT.com>

- Built front-end and UI of web application, including search function and filters.

EDUCATION

UCSD Jacobs School of Engineering

June 2018

Bioengineering - Bioinformatics B.S.

San Diego, CA