Tao Feng

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EDUCATION

New York University (NYU) Feb 2013 - Dec 2014

- Master of Science, Computer Science, GPA: 3.52/4.0
- Core Courses: Programming Language, Fundamental Algorithms, Operating Systems, Database Systems, Product Quality Software, Applied Cryptography & Network Security, Social Multiplayer Game, Graphics Processing Units (GPUs): Architecture and Programming

University of Electronic Science and Technology of China (UESTC) Sep 2007 - Jun 2011

- Bachelor of Science, Automation Engineering

SKILLS

Language: Java, JavaScript, Python, HTML, CSS, Ruby on Rails
Tools: Eclipse, Git, JUnit, GWT, Google App Engine, HeroKu, Bootstrap, jQuery, Angular.js, blackbone.js, Node.js
Operating System: Ubuntu, Mac OS, Windows

PROFESSIONAL EXPERIENCE

Jokester Jul 2014 - Aug 2014

A twitter-like posting messages website, http://jokester-2014.herokuapp.com/
A website for people to share daily awkward life stories on web

- Implemented the back-end with Ruby on Rails
- Designed the front-end using JavaScript, Bootstrap, HTML and CSS, and deployed it on Heroku
- Implemented the functions like register/login/logout, follow people, post short 140-character microposts like tweets, comment on posts, share others' posts, sorting the posts, etc.

Software Developer Internship Sept 2014 – Dec 2014

Connect2m Inc. Long Island City, NY

- Worked in a group of four software developers to establish an on-line furniture design, release and exchange platform
- Implemented a JavaScript based web application which can support users to design furniture in 2D, render its 3D effect and export the detailed data of the material consumption
- Building a web community which provide a platform for design releasing and exchanging

Teaching Assistant

New York University Sept 2014 – Dec 2014

- TA of Graduate Level Course: CSCI-GA.3033-004 Graphics Processing Units (GPUs): Architecture & Programming
- Graded assignments, labs and handle questions for students

Volunteer Jun 9th -13th(one week)

3rd Annual Qcon New York International Software Development Conference, NY

COURSE PROJECTS

Halatafl Mar 2014 - May 2014

An online multiplayer board game using Java
http://halatafl-smg-ft.appspot.com/?PlayAgainstTheComputer
http://halatafl-smg-ft.appspot.com/?PassAndPlay

- A game with two fox and 20 sheep on board. The objective is for the sheep to reach a certain destination marked on the board, and it is the foxes' objective to stop the sheep from reaching it.
- Designed the graphics for the web using open technologies GWT, and utilized Game API, MVP pattern and JUnit to implement and test the game logic, deployed it on Google App Engine
- Supported animations, sound and drag-and-drop in the game
- Implemented Practice mode with artificial-intelligence and Two-player mode

Container Mar 2014 - May 2013

A game platform help game designers simplify their game development
http://8-dot-smg-gwt-container-replicate.appspot.com/Front/mainpage.html

- Supported interfaces of all network transmission so that the game designer only need to focus on the game logic
- Provided the functions like find a game opponent, begin a match and end a match etc.
- Supported two game modes: synchronized mode using HTTP and asynchronized mode using Channel API
- Designed the website using JavaScript, Bootstrap, HTML and CSS, and deployed it on Google App Engine
- Uploading my own designed game "Halatafl" on this platform

A Microbial Genetic algorithm on GPU Aug 2013 - Dec 2013

GPUs programming course project using C

- Designed and accomplished a microbial genetic algorithm
- Paralleled the GA by using CUDA, and wrote the serial C version of this GA for comparison
- Applied this paralleled GA in a attacks Combination optimization problem in MMORPG