Jinghao (Edward) Feng

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EDUCATION

Rice University, Houston, Texas *May 2020 (expected)*

Bachelor of Science, Computer Science, GPA 4.03/4.33

- Honors - President's Honor Roll, Freshman Basketball Champion
- Coursework – Computational Thinking, Algorithm and Discrete Mathematics, Data Structure, Computer System, Parallel Programming, Advanced Object-Oriented Programming, App Development in IOS (Stanford CS 193p), Program Design, Linear Algebra, Probability & Statistics, Machine Learning (Stanford, Coursera)

EXPERIENCE

Software Developer Intern, VR Vision, Tianjin, China *June 2017 – August 2017*

- Led a group of three other intern students to learn the concept and principles of VR device applications
- Developed an augmented reality tour guide system mobile app using C#, Unity3D and Vuforia AR kit.
- Contributed to the development of various VR applications for HTC Vive and Microsoft Hololens by assisting other software engineers in the company

Research Assistant, Rice University Department of Computer Science *October 2017 – Present*

- Analyzed the sentiment of over a million tweets during the Hong Kong Umbrella Revolution using Word2vec, Facebook FastText, and other language analyzing tools.
- Using Stanford NLP packet to parse and understand the structure of tweets during the revolution

Team Member, Rice ACM Programming Team, Houston, TX *October 2017 – December 2017*

- Practiced biweekly for the Rice ACM ICPC (International Collegiate Programming Contest) Team
- Represented Rice to compete in the ICPC south central regional contest

Programming Tutor, Houston, TX *October 2017 – Present*

- Giving weekly lessons to teach a seventh-grade student programming and interactive game design
- Designed and taught lot of classic games, such as Pong, Asteroid, Snake, and Flappy Bird

Developer, Rice Apps, Rice University Computer Science Club, Houston, TX *April 2017 – Present*

- Redeveloped the front end of Rice Elections in AngularJS, a web application for conducting elections at Rice

PROJECTS

Trump Speech Generator (Python)

- Collected and processed a large data set of Trump's speeches containing more than 200,000 words
- Designed and implemented a learning algorithm using high order markov chain which can randomly generate "Trumpified" sentences given the processed dataset

Location Based iBeacon App (IOS)

- Built a data collection app that can detect the existence of people wearing beacons in specified range around the device
- Collected and transmitted the data to a database to conduct further data analysis

Part of Speech Tagging (Python)

- Built a stochastic POS tagger using Hidden Markov Model and Viterbi Algorithm

SKILLS

Computer: Python, Java, Swift, C, C#, Matlab, Machine Learning Algorithms, AngularJS
Languages: English(proficient), Chinese(proficient), Japanese(elementary)