

# Jinghao (Edward) Feng

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## EDUCATION

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### Rice University, Houston, Texas

May 2020 (*expected*)

B.S. Computer Science, GPA 4.08

- Honors - Louis J. Walsh Engineering Scholarship, President's Honor Roll
- Coursework – Computational Thinking, Algorithm and Discrete Mathematics, 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)
- Activities – ACM ICPC Team Member, RiceApps Developer

## EXPERIENCE

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### Data Science Intern, On Center Software, The Woodlands, TX

June 2018 – August 2018

- Created two image classifiers for classifying architectural drawings. Utilized transfer learning by training extra layers on top of Inception v3 using TensorFlow. Deployed and scaled the classifiers as a service using Python Flask, Google App Engine, Cloud Storage, Cloud ML Engine.
- Developed an auto-scoring and visualization tool for evaluating an auto-sheet-naming model, which is an object detection model for extracting sheet number and titles from architectural drawings. Deployed this tool as a web app using node.js, Kubernetes and App Engine. Doubled productivity in evaluating the model.

### Software Developer Intern, VR Vision, Tianjin, China

June 2017 – August 2017

- Developed an augmented reality tour guide system as a mobile app using C#, Unity3D and Vuforia AR kit.
- Contributed to developing VR applications for both HTC Vive and Microsoft Hololens.

### Game Development Tutor, Houston, TX

October 2017 – Present

- Giving weekly programming and game development lessons to an eighth-grade student
- Designed and taught classic games, such as Pong, Asteroid, Snake, Flappy Bird, Bomber Man in Python and Swift

### Research Assistant, Rice Data Science Lab

October 2017 – May 2018

- Did sentiment analysis on tweets during the Hong Kong Umbrella Revolution using Facebook FastText, word2vec, and Word Cloud

## PROJECTS

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### Lyber.co

- An app that does fare and waiting-time estimation for all Uber and Lyft products.
- This is a full stack project with two client-side applications, one on iOS (available on App Store – Lyber.co, with over 20 weekly downloads), the other as a web app (<https://lyber.co>).
- The backend server is written in node.js and running on AWS that is handling all API calls and storing user request data into the database. We're currently working on predicting future ride fares with the collected data.

### Location Based iBeacon App

- An iOS app I built for Halliburton that works as a data collection sensor using beacon technology.
- The app runs on iOS devices that are attached to equipments in the Halliburton working field. The purpose is to detect and report entrance and exits of employees wearing beacons within range of each equipment and provide customized training/safety guidelines.
- Connected this app with Halliburton's backend database using Experience API (xAPI) to do further data analysis.

### Trumpified Chat Bot

- A speech generator built using higher order bidirectional markov model and a huge dataset of Trump's speech.
- The model is well tuned such that when given a word, is going to generate a sentence containing this word that sounds like something Trump has said.
- This project is deployed on Heroku and available as a REST API. (<http://trumpifier1.herokuapp.com/sentence/<word>>)

## SKILLS

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**Proficient:** Python, Swift, Java, C

**Experience with:** HTML, CSS, JavaScript, MongoDB, SQL, TensorFlow, C#, Docker, and Google Cloud Platform