MARK V. PENG

mvpeng@stanford.edu (480) 567-8867
http://www.markvpeng.com

EDUCATION

Stanford University
B.S. in Symbolic Systems (A.I.) Expected 6/2015
Coursework — Artificial Intelligence, Programming and Computer Systems, CME Series: Vector Calculus, PDE's, ODE's, Linear Algebra

WORK & RESEARCH EXPERIENCE

Mobile Team, Palantir Technologies Palo Alto, CA
Product Quality Engineer Intern 6/2014 – 9/2014

- Conducted integration and regression testing for the Android and iOS apps
- Constructed an automated system that runs a test suite for the mobile client using virtual machines and the Appium testing framework, providing developers with fast automatic feedback after committing erroneous code

High Fidelity San Francisco, CA
Software Engineering Intern 6/2013 – 9/2013

- Independently developed a ping monitoring interface for High Fidelity's alpha-stage virtual world as one of High Fidelity's first interns
- Worked with CEO, Philip Rosedale (founder of Second Life), to establish a new High Fidelity custom: Biweekly company meetings in the virtual world
- Redesigned avatar-to-avatar interactions by developing new visual indicators that show when/how avatars are interacting
- Debugged existing voxel-editing tools (cut, copy, & paste) and implemented new precision tools to allow users to easily build creative content in the virtual world in a Minecraft-like fashion
- Interacted with other entrepreneurs and founders through High Fidelity's investor, True Ventures, and the True Entrepreneur Corps, a program with a 6% acceptance rate

Virtual Human Interaction Lab, Stanford University Stanford, CA
Lab Programmer 8/2013 - 7/2014

- Designed a virtual world in Unity that interfaces with HMDs and accelerometers for use in Stanford sociology studies
- Work on a team with graduate students to develop data analysis scripts in Python for graduate research use

Stanford Department of Bioengineering, Pelc Group Stanford, CA
Research Partner 6/2012 – 8/2012

- Independently designed a novel mechanical assembly to reduce radiation exposed to medical patients during CT scans
- Produced parts with computer-aided design tools and rapid prototyping tools (FDM 3-D printing) in-house
- Managed logistics/budget surrounding the purchase of electrical parts for the prototype
- Assembled entire working prototype in-house and participated in initial data collection/evaluation

INTERESTS

Quantified-self
Virtual reality
Maker movement
Computer vision
Gamification
EdTech
Automation

SKILLS

Programming:
C/C++
Python
Java
Bash
OpenGL
Appium
Qt
HTML/CSS/Javascript
MATLAB
Git

Design:
SolidWorks/CAD
3-D printing/
Rapid-prototyping technologies
Basic machining

ACTIVITIES

Stanford Solar Car Project
Mechanical Team ('11 – '12)

- Collaborated with mech team members and contributed designs for a mule test vehicle

Stanford Club Volleyball
Team Member ('11 – '12)

- Finished 2nd place at the 2011 Sacramento State University Invitational
- Finished 1st place at the 2012 UC Davis Invitational