

Shawn Feng

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ABOUT ME


Technology Enthusiast, Dedicated to
Contribute to the Community

EDUCATION

M.S. in Spatial Data Science
University of Southern California
09/2022 - 05/2024(Estimate)

B.S. in Computer Science
Northeastern University
09/2018 - 05/2022

LINKS

 <https://github.com/shuhangfeng>
 [linkedin.com/in/shuhangf/](https://www.linkedin.com/in/shuhangf/)

HONORS

2018 - 2019 - Dean's List, Khoury
College of Computer Science

SKILLS

Applications/Library
Visual Studio Code, Django,
MySQL/PostgreSQL, Docker,
Git/Github, Eris ArcGIS, React

Programming Languages
Java, Python, C/C++, C, SQL, HTML,
CSS, JavaScript, Assembly x86

Languages
English, Mandarin

EXPERIENCE

LEAP, Non-profit Career Development Forum, Los Angeles, CA
IT Development and Business Development 07/2022-now

- Develop and maintain website using Django, React, and PostgreSQL for LEAP career, set up server and domain for website hosting, and create forums for member sign up and discussion
- Coordinate various events related to personal and career development in collaboration with team members

IDEAS, International Data Engineering And Science Association, Los Angeles, CA
IT and Marketing Intern 11/2022-now

- Test and troubleshoot decentralized applications to ensure smooth functionality and user experience, collaborate with team members to identify and resolve technical issues
- Research and summarize news on AI and Web3 technologies for the organization

PERSONAL PROJECTS

Snarl Game Project 01/2021-04/2021

- Led the team to develop Snarl Game using Python, which is planned as a turn-based 2D dungeon crawler with a modular multi-player architecture
- Implemented a Snarl level map representation with OOP design, executed players and adversaries, and carried out two clients using Socket for both players and adversaries and a server component
- Created the client-server game with the given input JSON message

Spreadsheet Project 10/2021-12/2021

- Developed an excel-like program using Java and javax.swing library for front-end display
- Implemented model-view-controller (MVC) pattern to improve program architecture and scalability, utilized JUnit tests throughout the project

VOLUNTEERING

Northeastern University, Boston, MA
Teaching Assistant for Fundamental of Computer Science I 09/2019-09/2020

- Held weekly office hours to help students with homework questions and course content
- Graded homework and provided feedback on the design of students' programming projects

Northeastern University, Boston, MA
Global Student Ambassador 09/2018-12/2019

- Organized and led events to help international students acclimate to campus and American culture
- Provided one-on-one support to students to help them achieve their academic and personal goals

Little Brothers Friends of the Elderly, Boston, MA
Volunteer 01/2018-04/2019

- Volunteered weekly with local elderly community, and led weekly activities such as games and drawing to promote social interaction