




# Kai Ji (Kevin) Feng

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## EDUCATION

### Princeton University

B.S.E. Computer Science  
2017 - 2021

Coursework includes: Algorithms, Systems Programming, Computer Graphics, Economics and Computing, Linear Algebra, Advanced Graphic Design

## LEADERSHIP

**Rehack** • founder and co-director  
Aug 2018 - present; Princeton, NJ

Founded organization and built team to organize the inaugural collegiate reverse hackathon, focused on redesigning tech for healthier relationships between people and their software.  
<https://rehack.co>

**HackPrinceton** • mentor  
Nov 2018 - present; Princeton, NJ

Built and led *Intro to Product Design* workshop at HackPrinceton fall 2018 and 2019. Helped participants iterate on project ideas.

## SKILLS

### Technical

JavaScript (React, jQuery, p5, ThreeJS, CoffeeScript), Java, C, HTML/CSS, Python, SQL, Git, Go

### Design

Sketch, Figma, Framer, Adobe CC

## EXPERIENCE

### Research Engineer Intern • NUS Smart Systems Institute

Feb 2020 - Apr 2020; Singapore

- Developed novel AR intraoral radiography experience in collaboration with NUS School of Dentistry
- Implemented dynamic and static in-scene object-mounted AR camera tracking using C# in Unity
- Ideated and validated designs using paper and 3D printed prototypes

### Product Management Intern • The Muse

Jun 2019 - Aug 2019; New York City, NY

- Owned and launched new interface for improved post-job application experience, increasing user engagement by more than 3x
- Launched product experiments and conducted user tests; used results to make data-driven product improvement suggestions
- Scoped out and outlined requirements for new quick apply feature

### Product Design Intern • Solomoto

Jun 2018 - Aug 2018; Tel Aviv, Israel

- Redesigned and built landing pages for platform's content bank, increasing page traffic by 3x and conversions by 4x
- Tracked key UI metrics and performed competitive research; presented results to management to develop product strategies
- Proposed, prototyped, and presented redesign of platform's metrics tool

## PROJECTS

### ARBlockbot

Feb 2020 - May 2020

- In a team of 4, designed and built an augmented reality application for simplified robotics and programming education using C# and Unity

### Audioscape

Apr 2019 - May 2019

- Co-built a tool that procedurally generates landscapes that transform with audio input, using JavaScript, ThreeJS, and Web Audio API

### Social Login Visualizer

Mar 2019 - May 2019

- Investigated social media login compatibility data from top 200 US websites and 100 Chinese websites. Scraped data and visualized dependencies using Vis.js

See more details and projects at [kjfeng.me/work](https://kjfeng.me/work)