

Kai Ji (Kevin) Feng

EDUCATION

Princeton University

B.S.E. Computer Science

2017 - 2021

Coursework includes: Algorithms, Systems Programming, Computer Graphics, Game Theory, AR and VR, Machine Learning, Linear Algebra, Advanced Graphic Design

LEADERSHIP

Rehack • founder and co-director

Aug 2018 - present; Princeton, NJ

- Founded organization to organize the inaugural collegiate reverse hackathon to redesign tech for healthier relationships between people and software
- Lead team of 12 and fundraised \$10 000+
- Established key partnerships with industry and academia
- Welcomed 100 participants to campus in addition to speakers, judges, workshop facilitators

HackPrinceton • mentor

Nov 2018 - present; Princeton, NJ

- Built and led *Intro to Product Design* workshop at 2018 and 2019 events
- Helped participants iterate on project ideas

SKILLS

Technical

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

Design

Sketch, Figma, Framer, Adobe CC

EXPERIENCE

Software Engineer in Research • MIT Media Lab

May 2020 - present; Remote

- Designing and implementing novel visualizations for brain activity biodata retrieved from a custom smart glasses wearable
- Building mobile user interface for wearable and running user studies

Research Engineer Intern • NUS Smart Systems Institute

Feb 2020 - Apr 2020; Singapore

- Developed new 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; collaborated with engineers and designers
- 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
- Scoped out and outlined requirements for new quick apply feature with 2 engineers and a designer
- Launched product experiment, used results to prioritize development

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 - Apr 2020

- With a team of 4, shipped iOS and Android app that uses AR and block coding to make programming and robotics more fun and accessible

Mockingbird

Oct 2019 - Jan 2020

- Lead team of 5 to build full-stack web platform that matches students for mock interviews using Django, Postgres, JavaScript, HTML+CSS

See more details and projects at kjfeng.me/work