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, Linear Algebra, Software Engineering, Game Theory, AR/VR Design and Implementation

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

co-lab @ princeton • co-founder
May 2019 - present; Princeton, NJ

Co-founded experimental graphic design practice to foster community, innovation, and expression

SKILLS

Technical

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

Design

Sketch, Figma, Framer, Adobe CC

EXPERIENCE

The Muse • Product Management Intern
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
- Performed competitive analysis to scope out and prototype new quick apply feature, which is currently queued for development
- Launched product experiments and conducted user tests; used results to make data-driven product improvement suggestions

Solomoto • Product Development Intern
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 metrics and performed competitive research; presented results to Growth to develop product strategies
- Proposed, prototyped, and presented redesign of platform's metrics tool

PROJECTS

AR Oral Radiography
Feb 2020 - present

- Working with the National University of Singapore's Smart Systems Institute to prototype a novel AR intraoral radiography experience
- Ideating, implementing, and validating designs through Unity, ARKit, and physical paper and/or 3D printed prototypes

Audioscape
Apr 2019 - May 2019

- Co-built tool that procedurally generates 3D landscapes that transform with audio input, using JavaScript, ThreeJS, and Web Audio API

Social Login Visualizer
Mar 2019 - May 2019

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

Seam Carver
Apr 2018

- Implemented a content-aware image resizing algorithm in Java, achieved by finding "minimal energy" seams in an image

See more details and projects at kjfeng.me/work