

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>

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, CoffeeScript), Java, C, HTML/CSS, Python, Bash, Git

Design

Sketch, Figma, Framer, Adobe CC

EXPERIENCE

The Muse • Product Management Intern

Jun 2019 - present; New York City, NY

- Building a streamlined application feature for the jobs section of the B2C platform. Expecting to manage product from ideation to launch

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; used results to develop US product strategies
- Proposed, prototyped, and presented redesign of the platform's metrics tool

Flare Software, Inc • Design and Product Intern

Aug 2016 - Sep 2016; Remote

- Built promotional package for app's launch that reached more than 50 000 Canadian university students nationwide
- Designed onboarding screen mockups for the mobile app
- Performed user testing on mobile and desktop platforms of the app

PROJECTS

Audioscape

Apr 2019 - May 2019

- Co-built a tool that procedurally generates city and nature landscapes that transform with audio input using JavaScript, ThreeJS, and Web Audio API. github.com/kjfeng/audioscape

Venmo Android Redesign

Aug 2018 - Sep 2018

- Conducted a UX case study of the Venmo Android app after using it extensively for 10 weeks in Tel Aviv
- Performed user research, designed mockups in Sketch and coded interactive prototypes in Framer

Seam Carver

Apr 2018

- Implemented an content-aware image resizing algorithm in Java, achieved by finding "minimal energy" seams in an image. kjfeng.me/work/seam_carving

See more projects at kjfeng.me/work