

Kai Ji (Kevin) Feng

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EDUCATION

Princeton University

B.S.E. Computer Science

2017 - 2021; GPA: 3.74

Activities: Princeton
Entrepreneurship Club, Princeton
Sinfonia Orchestra, Princeton
University Band, club badminton

SKILLS

Design

Product research
User research
Storyboarding
Prototyping
Wireframing
User testing

Tools

Sketch
Framer
Figma
Illustrator
Photoshop
InDesign
Android Studio

Languages

HTML/CSS
Java
C
Python
JavaScript (basic)
CoffeeScript
React (basic)

Mandarin
Cantonese

EXPERIENCE

Princeton Entrepreneurship Club, Design Director

Princeton, NJ; Jun 2018 - present

- Advising a team of 12+ designers from various club subteams
- Solidifying design language by creating design guidelines and maintaining consistency across assets
- Prototyping new features for the website and working with web development to implement the features
- Designing and maintaining all graphic material

Solomoto, Product Development Intern

Tel Aviv, Israel; Jun 2018 - Aug 2018

- Redesigned and built landing pages for the platform's content bank, increasing page traffic by 3x and conversions by 4x
- Worked closely with Head of Growth performing product research and compiling key metrics from SaaS competitors to support US product strategies
- Proposed, prototyped, and presented a redesign of the platform's business metrics tool

Flare Software, Inc., Product Marketing Intern

Remote; Aug 2016 - Sep 2016

- Created a promotional package to market the app upon launch that reached more than 50 000 Canadian university students nationwide
- Designed onboarding screen mockups for the mobile app
- Tested and reported bugs of mobile and desktop platforms of the app

PROJECTS

Rehack, founder and director

Princeton, NJ; Aug 2018 - present

- Founded an organization and team to put together a "reverse hackathon" focused on redesigning tech for healthier relationships between people and software
- Event focuses on humane design, UX, development, ethics, and mental health
- Anticipated event date: spring 2019

Venmo Android UX Case Study

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