# Kai Ji (Kevin) Feng

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## EDUCATION

**Princeton University**

B.S.E. Computer Science

*2017 - 2021*

Coursework includes: Algorithms, Advanced Graphic Design, Artist and Studio, Computer Graphics, Software Engineering, 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

**HackPrinceton** • mentor

*Sep 2018 - present; Princeton, NJ*

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

## SKILLS

**Technical**

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

**Design**

Sketch, Figma, Framer, Adobe CC

## EXPERIENCE

**Research Engineer Intern** • NUS Smart Systems Institute

*Feb 2020 - Apr 2020; Singapore*

• Worked on a collaborative project between the NUS Smart Systems Institute and School of Dentistry to develop a novel AR intraoral radiography experience
• 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

**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 Design 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 UI metrics and performed competitive research; presented results 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. Conducted user tests; iterated on UI to increase usability by 66%.

**Tasker**

*Jan 2020*

• Designed and prototyped a web tool that aims to improve upkeep of campus facilities using Sketch, Figma, and Google Material Design 2.0 principles: **https://tinyurl.com/tasker-kf**

**See more details and projects at kjfeng.me/work**