ZADE FENG

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EDUCATION

Georgia Institute of Technology, School of Computer Science   August 2023 - December 2025
Bachelor of Science in Computer Science | People&Media   GPA - 3.67

SKILLS

Programming Language	Python, Java, C, C++, C#, SQL, Bash, Shell, PowerShell, JavaScript, TypeScript, HTML, CSS, Ruby
Software & Tools	AWS (Lambda, S3, EC2, VPC, EventBridge, CloudFormation, CloudWatch, CloudTrail, IAM), Docker, Kubernetes, Helm, Rancher, Terraform, Ansible, Linux/Unix, Git, GitHub, GitLab CI/CD, Jira, Bitbucket
Frameworks & Platforms	React, Node.js, Ruby on Rails, Android Studio, PostgreSQL, MySQL, Gradle, Firebase, Unity, Apache Spark

EXPERIENCE

Georgia Tech Research Institute   **Atlanta, GA**
DevOps Engineer Intern   **May 2025 – Present**

- Automated deployments with Kubernetes, Rancher, Helm, and GitLab CI/CD, ensuring reliable and repeatable multi-environment releases.
- Deployed Java web apps and an internal LLM microservices app using multi-container architectures and distributed runners, boosting scalability and developer efficiency.
- Implemented application security testing (SAST + DAST) into pipelines to proactively detect vulnerabilities, ensuring a secure and compliant software delivery process.

Cloud Engineer Intern   **May 2024 – May 2025**

- Developed cloud automation tools with Python + AWS Lambda with EventBridge, optimizing compute resources and reducing infrastructure costs by $15,000 annually.
- Built a cross-platform testing framework for Linux and Windows, cutting test cycles by 2+ hours per run and saving $50,000 annually.
- Standardized S3 data operations with error handling and validation, improving data integrity, availability, and security.

Autonomous Connected Transportation (ACT) Laboratory   **Atlanta, GA**
Research Assistant   **January 2024 – May 2024; August 2024 - December 2024; August 2025 - Present**

- Designed real-time algorithms (60 fps) for analyzing sensor and vision data, enabling driver safety monitoring and proactive alert systems.
- Implemented simulation models to evaluate system performance and accuracy, supporting applied AI and algorithm benchmarking.
- Built an HMI application in Unity to collect and visualize telemetry data, improving system usability and human-machine interaction.

PROJECTS

Spotify Wrapped Replica Full Stack App | *Rest API, Android Studio, Firebase, non-relational database, Java*   February 2024 - April 2024

- Developed REST APIs for authentication, personalized user data, and recommendations, ensuring scalable backend performance.
- Designed a NoSQL Firebase database optimized for low-latency queries and high availability.
- Implemented the frontend UI with XML layouts in Android Studio and managed builds with Gradle, ensuring modular, maintainable development.
- Wrote unit tests to validate API endpoints and UI functionality, improving code reliability and reducing regressions.
- Led a 6-person team as Scrum Master and product owner, coordinating Agile sprints, backlog prioritization, and feature delivery.

Emulated GBA Puzzle Game | *C, Docker, Embedded Software*   October 2023 - December 2023

- Programmed game logic in C for a resource-constrained environment, using memory-mapped I/O for button and screen buffers, cooperative multitasking with interrupts, and low-level memory optimization (DMA calls, CPU interrupts) to achieve efficient real-time execution.
- Deployed the emulator in Docker to ensure cross-platform portability, reproducible builds, and consistent performance across multiple operating systems

DOOM Style 3D Game | *Python, Pygame, Ray Casting, 3D Projection*   June 2023 - August 2023

- Engineered a 3D rendering engine using ray casting and projection, integrating AI-driven enemy behaviors for enhanced gameplay.
- Designed modular game systems with animations, audio, and dynamic level generation, improving scalability and reusability.

Stock Price Prediction and Forecasting | *Long short-term memory (LSTM) Neural Networks, Python*   August 2022 - September 2023

- Built and trained an LSTM neural network for financial forecasting with 90% accuracy, demonstrating applied ML model deployment.
- Visualized model results with data-driven charts and performance comparisons, improving interpretability for decision-making.

CAMPUS ENGAGEMENT

VGDev | Club member   August 2023 - December 2023

- Collaborated with a diverse group of peers in the development of *Epitaph*, a rogue-like action game by contributing to the art design.