ALEX FENG

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EDUCATION

University at Buffalo, State University of New York   Buffalo, NY
Bachelor of Science in Computer Science   *Jan. 2022 – Dec 2025*

University at Buffalo, State University of New York   Buffalo, NY
Bachelor of Science in Business Administration, Concentration in Management Information Systems   *Jan. 2022 – Dec 2025*

EXPERIENCE

Web Development Assistant   Sep 2024 – Present
University at Buffalo School of Dental Medicine   *Buffalo, NY*
- Redesigned the School of Dental Medicine website using UX best practices, boosting SDM engagement
- Resolved over 20 website inconsistencies and bugs, documenting fixes for future reference and improvement
- Developed a database suite using Javascript, React, and Python improving data retrieval efficiency

Undergraduate Teaching and Research Assistant   Aug. 2024 – Present
University at Buffalo School of Engineering and Applied Sciences   *Buffalo, NY*
- Research Assistant for Professor Wenyao Xu's Drink Intake Project responsible for Mobile Development
- Built iOS/Android app to improve drinking habits based on detected drinking sounds using React Native.
- Assisted Professor Paul Dickson in teaching 3D Game Development using C++ to over 100 students.

Software Engineer Intern   Aug. 2024 – Dec 2024
Site Service Software Inc   *Jamison, PA*
- Migrated legacy systems to Java and Spring Boot, increasing efficiency and reducing maintenance costs
- Collaborated with cross-functional teams using Git to ensure successful integration, and maintain clean code.
- Participated in weekly stand-up meetings and full software development cycles, adhering to Agile methodologies.

Software Engineer Intern   May 2024 – Aug 2024
Hungie   *New York City, NY*
- Implemented scalable full-stack features for the MVP app using TypeScript, React Native, Python, and Firebase.
- Reduced technical debt by 50 percent using Tailwind CSS and optimized APIs, improving load time by 20 percent
- Integrated alternative APIs and services, reducing costs by 15 percent and updating deprecated systems.

Director of Procurement   Aug. 2022 – Present
Undergraduate Student Association - University at Buffalo   *Buffalo, NY*
- Negotiated competitive rates with vendors, saving student clubs approximately 10,000 dollars annually.
- Managed over 30 weekly purchase orders totaling 5,000 dollars maintaining transparency and accuracy.

PROJECTS

Drink Intake Tracker | *Typescript, Python, React Native, PostgreSQL, Supabase, Expo*   Aug 2024 – Present
- Developed a mobile app to track a user's hydration level through vocal recognition
- Implemented and designed mobile dashboard and statistics screen to display user hydration
- Designed and built database schema, to be used to train the app to recognize when a user is drinking

Find a Mechanic | *JavaScript, PHP, React Native, SQL, Expo*   Sep 2024 – Dec 2024
- Built an iOS/Android mobile app connecting users in need of repairs with local garages and mechanics.
- Redesigned and modernized the app's UI to streamline the customer to mechanic process using JavaScript

Dystopia | *JavaScript, CSS, Tailwind, React*   Jan 2024 – May 2024
- Developed a responsive social media application that empowers users to customize their social media landscape.
- Used JavaScript and CSS to design and build Dystopia's authentication flow and profile feature

TECHNICAL SKILLS

Languages: JavaScript, Typescript, HTML/CSS, Python, Java, PHP, C++, C, SQL, SCSS
Frameworks: React.js, React Native, Next.js, Vue.js, Angular, Node.js, Express.js, Flask, Spring, MaterialUI, Tailwind
Developer Tools: Git, GitHub, GitLab, Trello, Jira, Docker, WebStorm, IntelliJ, VSCode, Andriod Studio
Databases: Firebase, MongoDB, MySQL, Supabase (Postgre), PHPMyAdmin
Extracurricular: UB Mobile App Dev Club(Founding President), UB IBM Z Club(PR Coordinator), UB Lockdown(Grader)
Relevant Coursework: Data Structures, Software Engineering Concepts, Web Applications, Applied HCI