

DANA C. FENG

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EDUCATION

University of California, Berkeley

Graduating May 2024

B.A. in Computer Science

GPA: 4.0/4.0

- Relevant Courses: Data Structures, Structure and Interpretation of Computer Programs, Data Science, Linear Algebra & Circuits, Discrete Mathematics and Probability

SKILLS

Languages used: Python, Java, Javascript, Typescript, HTML/CSS

Frameworks, Libraries, and Tools worked with: Angular, React, Figma, Adobe XD

RELEVANT EXPERIENCE

Software Engineering Intern

May 2021 - August 2021

Lawrence Livermore National Laboratory

Livermore, CA

- Worked on data lifecycle management team to help build application that allows scientists and engineers to store test data
- Wrote end to end tests in Playwright Python and found and fixed bugs in client facing site with Angular and Typescript
- Implemented features such as filtering documents by hyperlinks, maintaining the folder expansion state in browser view, and view only/edit mode for document pages to ensure a better user experience
- Redesigned record and schema document UI by creating high fidelity mockups in Figma and implemented the design
- Built portions of a python library that serves as a wrapper for the application's REST API and wrote up designs for the command line interface, both of which allow clients to create and alter records, schemas, files, folders, groups, and users

Design Lead and Developer

July 2020 - Present

Connect@Cal

Berkeley, CA

- Involved in the tech and design team for UC Berkeley's resource connection service, a platform for 40,000+ students
- Create brand logos, user flows, wireframes, and high fidelity prototypes with Figma for client site and develop site using HTML/CSS, Javascript, and Bootstrap to enable users to submit inquiries efficiently
- Spearhead development of frontend for the Resource Finder, a resource connection app built in ReactJS, Javascript, Flask, and Python for students to find and filter through existing resources quickly
- Lead a team of 4 designers to redesign and redevelop the client site and conduct user tests for Resource Finder

PROJECTS & PROGRAMS

CalWelcome, UI/UX Design Case Study

July 2021

- Designed an app for students to discover, search, and browse orientation events for Google's 2019 Design Challenge
- Conducted user research, surveyed 5 students, and created a mapping for pain points/insights to solutions, users flows, wireframes, and an interactive high fidelity prototype in a less than 20 hour timeframe with Figma and Miro

Gitlet, Version Control System

March 2021

- Planned and built a miniature version of Git in Java that can track file changes and store previous file versions
- Implemented init, add, commit, rm, log, find, status, checkout, branch, reset, merge, add-remote, rm-remote, push, fetch, and pull and wrote integration tests to ensure proper functionality

Computer Science Summer Institute, Google

July 2020

- Chosen to attend an intensive 4 week programming institute and completed an introductory project-based Javascript curriculum covering concepts such as data types and object oriented programming, taught by Google engineers
- Configured 14 individual coding projects with p5.js processing library ranging from interactive games to a websocket app
- Created a chrome extension in a team of 3 within a 6 day timeframe using Javascript and p5.js library

Unified Classroom Redesign, UI/UX Design Case Study

June 2020

- Redesigned Unified Classroom, a classroom management site, to create an uncluttered and more intuitive experience
- Interviewed 11 students who use Unified Classroom daily, and based on user feedback, iterated on task and user flows, low, mid, and high fidelity wireframes and created a final prototype using Adobe XD

AWARDS

Scholastic Art and Writing National Medalist

May 2020

- Top 1% of 320,000 submissions in the nation
- 1 Gold Medal, 1 American Visions Medal, 4 Gold Keys, and 2 Honorable Mentions for Art