Eric Feng

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Education

Cornell University College of Engineering *Ithaca, NY*

B.S. in Computer Science *Aug 2016 - May 2020*

- Relevant Coursework: Honors Object Oriented Design & Data Structures, Intro to Analysis of Algorithms, Functional Programming, Discrete Structures, Linear Algebra, Embedded Systems (In-Progress), Data-Driven Web Applications (In-Progress)
- Major GPA: 3.8, Cumulative GPA: 3.75

Experience

Stripe *San Francisco, CA*

Incoming Software Engineering Intern *May 2018 - Aug 2018*

Cornell University Unmanned Air Systems *Ithaca, NY*

Distributed Systems Engineer *Feb. 2017 - Present*

- Developed a real-time automatic detection, localization, and classification (ADLC) analyzer of targets from pictures from high-altitude UAVs with the vision subteam
- Implemented object color detection algorithm for targets in images using OpenCV, achieved 70% accuracy
- Created distributed logging feature to asynchronously record server events viewable in real-time by clients on a live-updating React frontend through server-sent events
- Won 2nd Place of 59 teams in the international AUVSI-SUAS competition in 2017; http://cuair.org

Commvault, Inc. *Tinton Falls, NJ*

Software Engineering Intern *May 2017 - Aug. 2017*

- Added streaming module to improve Salesforce backup software as an attempt to enhance database durability
- Developed a service to query changes to client records in real-time and automatically merge updates with backup data upon completion

Projects

Funsquare, HackNY Fall 2016 – First Place

Backend Developer *Oct. 2016*

- Created Android app intended to help people unfamiliar with new cities find popular locations to visit
- Utilized Wikitude augmented reality SDK to display markers over buildings that were trending on Foursquare
- Wrote feature to query and present more information about a location when its marker was tapped on

baeML

Fullstack Developer *Apr. 2017 - Aug. 2017*

- Developed webapp to retrieve articles based on user's social media likes to combat social echo-chamber effect
- Implemented backend with Django and PostgresSQL, constructed social likes retriever, modularized backend code
- Built React frontend that allowed users to login with Facebook, displayed articles and allowed users to rate them
- Led integration efforts, designed and wrote the server API, and integrated the backend with frontend

APAX

Backend Developer *Oct. 2017 - Dec. 2017*

- Implemented the Raft distributed consensus algorithm, which allows clients to connect to any server in a server cluster and update a stored value
- Led development and debugging of leader-follower communications to automate leader election
- Designed structures for log replication in order to guarantee consensus of logs and tolerate failures within the cluster

Skills

Languages Java, Python, JavaScript, OCaml

Technologies React, Git, Java Play Framework, Firebase, Django