ERIC FENG

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EDUCATION

Cornell University
B.S. Computer Science 2019
GPA: 3.92 Major GPA: 4.0

WORK EXPERIENCE

CommVault, Inc.,

Software Engineering Intern · Feb 2016 to Jun 2016 · Tinton Falls, NJ

- Project required parsing syslogs on a server into a format that could be parsed by CommVault software.
- Utilized Python 2.7 to create a multi-threaded script that processed logs from several servers simultaneously.
- Another project involved using CommVault(CV) workflow software to query statuses of whether.

Software Engineering Intern · Jul 2016 to Aug 2016 · Tinton Falls, NJ

- Automated several tasks to add to existing CV commercial software.
- Automated server status detection using Java and SQL to query for CV services were running.
- Also monitored job statuses on a server, and sent an email alert if jobs were running too long or had an error.
- Deployed and packaged as part of CommVault software and used by head senior engineer of CommVault.

PROJECTS

Funsquare, HackNY Fall 2016, Back-end, New York University New York, NY – First Place
Oct 2016 to Oct 2016

- Created Android application utilizing augmented reality that displays a marker over buildings trending on Foursquare.
- Achieved through querying trending locations using Foursquare API and generating the markers using Wikitude API.
- Helped people unfamiliar with new cities find the locations they wish to visit.

OneLane, HackRU Fall 2015, Back-end, Rutgers University New Brunswick, NJ – Top 5 Projects
Oct 2015 to Oct 2015

- Created Android application that incorporated computer vision technology to recognize incoming traffic and warn bikers.
- Used OpenCV for Java and Haar Cascades to detect cars, and connected it to a Pebble watch to send a warning.
- Bikers would use this app to be more aware of incoming cars behind them in areas without a bike lane.

CritterWorld, Student, Cornell CS2112 Final Project
Oct 2016 to Dec 2016

• Was given a "critter" language and had to construct a small compiler/interpreter for the grammar
• Created a world model on which the critters lived on and could perform certain actions described in the assignment writeup
• Utilized Model-View-Controller to create a distributed critter world "simulation" using Spark for the server and JavaFX GUI for client.

SKILLS AND INTERESTS

Proficient: Java 8
Familiar: Python 2.7, HTML/CSS/JS
Courses: Object Oriented Design and Data Structures - Honors (2016), Discrete Structures (2017),
Digital Logic and Computer Organization (2017), Linear Algebra for Engineers (2017), UNIX Tools and Scripting (2017)
Interests: Drawing/Sketching, Photography, Tennis