EDWARD FENG

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EDUCATION

University of North Carolina at Chapel Hill Expected May 2023
B.S. Computer Science, B.S. Statistics
GPA: 4.0

SKILLS

Languages Python | Java | C | HTML/CSS/JavaScript | SQL | Racket (Lisp) | R
Web Technologies React.js | Node.js | Express.js | PostgreSQL
Git | Vim | Linux CLI | Mercurial

EXPERIENCE

Software Engineer Intern Sept. 2022 – Dec. 2022
Citadel | New York City, NY

- Cash and collateral management team

Software Engineer Intern May 2022 – Aug. 2022
Meta | Menlo Park, CA

- Created and integrated a backend service to evaluate compute resource consumption data generated by usage of Meta's internal A/B testing products, providing consistent enforcement of testing tool usage quotas and an accessible source of truth for any team's usage information
- Carried project through several cycles of feature design and research, customer feedback incorporation, actual implementation, product testing, and staged rollout

Software Engineer Intern Aug. 2021 – Nov. 2021
Meta | Menlo Park, CA

- Extended WhatsApp's automatic device verification to support end-to-end encryption in both WhatsApp and Messenger

Software Engineer Intern May 2021 - Aug. 2021
Cisco Systems | Durham, NC

- Enhanced Spitfire multicast operation logs by adding ordered sequence numbers to hundreds of traces and reducing redundant logged details, clarifying router state information for both developers and clients
- Added filtered debugs to Spitfire multicast operations, allowing limitation of debug output to a specific virtual routing and forwarding instance, source IP address, and/or group IP address

Software Engineer Intern June 2020 - Aug. 2020
Cisco Systems | Durham, NC

- Developed tests for Cisco's new generation of Spitfire routers using pyATS (Cisco's Python-based testing infrastructure), expanding case coverage and preventing regressions in future years
- Wrote parsers using Google's TextFSM that allow for easy access to changing router state information and updated existing tests to take advantage of this abstraction

Machine Learning and Data Privacy Research Assistant Aug. 2018 - Feb. 2019
Duke University | Durham, NC

- Assisted in research on the use of artificial neural networks in creating audio-based filters to improve data privacy
- Studied machine learning, including the structure and function of convolutional and recurrent neural networks, as well as their application to spectrograms through Python's Keras library

PROJECTS

Square Lab PostgreSQL, Express.js, React.js, React Bootstrap, Node.js

- Full stack web aim training game in which users play to click colored tiles on a grid quickly and accurately
- Backend implements user authentication, saving viewable high scores for each account in multiple game modes
- Profile view displays player base score distributions and statistics with graph generation APIs, allowing users to visualize how their personal best performances stack up against others and compete