

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 React.js | Node.js | Express.js | PostgreSQL
Technologies Git | Vim | Linux CLI | Mercurial

EXPERIENCE

Software Engineer Intern

Sept. 2022 – Dec. 2022

Citadel | New York City, NY

- Designed and developed a post-trade-engineering service to process cash movement information and then persist translated transaction details to Citadel's internal books and records service

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 a new trusted-device-signing protocol, setting the foundation for end-to-end encryption support 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

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