

Eric Feng

240-481-1269 • ericfeng@terpmail.umd.edu • <https://ericfeng52.github.io/portfolio/>

EDUCATION

University of Maryland, College Park | Bachelor of Science in Computer Science

Expected May 2024

Montgomery Blair High School | High School Diploma, Magnet Diploma

May 2020

Relevant Coursework

- Object-Oriented Programming, Algorithms, Web Application Development with JavaScript, Introduction to Computer Systems, Discrete Structures, Organization of Programming Languages, Data Structures, Introduction to Data Science

EXPERIENCE

Package Systems Developer Intern (Remote)

May 2023-Current

Ameritas | Lincoln, NE

- Worked on Ameritas's IT team to implement a new system for organizing and arranging healthcare data in an **Agile** environment
- Developed and debugged software in a **codebase** utilizing **APIs** from **Firelight**
- Resolved high and medium-priority **JIRA** tickets while communicating progress and issues with other teams such as **QA**
- Experienced the development lifecycle in a **Scrum** workflow

Counselor in Training

Summer 2018

Stonebridge Sharks Swim Team | North Potomac, MD

- Organized events such as spirit days and swim meets, developed **communication skills** in a **team-based environment**
- Mentored younger swimmers to better their technique through stroke correction and guidance, motivated and encouraged them to perform confidently in a competitive environment

Mobile Development Intern

Summer 2017

National Institute of Health | Bethesda, MD

- Developed a 2D educational game for iOS devices that taught users about environmental health and toxicology using **Swift**
- Worked with a 3 person team to implement physics (how sprites would collide and interact) and graphics of the game

PERSONAL PROJECTS

Personal Portfolio, HTML + JavaScript + CSS

2023

- Developed a responsive personal website utilizing **HTML**, **JavaScript**, and **CSS** to showcase my software engineering projects, technical skills, and professional experience.

The Effect of Per Game Stats on the Modern Era NBA Teams Win Percentage, Python

2023

- Created a tutorial that walked users through the entire **data science pipeline**: data curation, parsing, and management; exploratory data analysis; hypothesis testing
- Pulled NBA data from an online **database**, used tools such as **NumPy**, **pandas**, and **beautifulsoup** to organize, analyze, and draw hypotheses with the data

Unix Simulator, C

2022

- Simulated Unix system in **C** where there existed a root directory, additional directories and files which users could add/modify, and functions such as getting the path from the current directory to root
- Written using **dynamically allocated data structures**, implemented concepts such as **memory allocation** and **memory deallocation**, and searching algorithms such as **DFS** and **BFS**

Six Degrees of Kevin Bacon, Java

2022

- Simulated a web of profiles on social media using **graphs** in **Java**
- Performed operations such as finding the least amount of connections between two profiles (implemented using **DFS**) and finding all first connections (implemented **BFS**)

MicroOcaml Interpreter, OCaml

2022

- Constructed a version of **utop** (a top-level for OCaml that runs in the terminal)
- Used **lexer** and **parser** to process and execute commands along with implementing an interpreter

Testudo Tips, React + Firebase

2022

- Constructed an online forum where users were able to share and interact with each other's posts
- Interactions included commenting and upvoting other user's posts

Battleship, Ruby

2022

- Recreated the board game Battleship played on a dynamically sized gameboard using **Ruby**
- Implemented functions using **RegEx** and **file processing** such as figuring out if the coordinates of a ship were valid, and attacking the opponents' ships
- Implemented a `to_string` function which creates a graphical representation of the board

SKILLS

Languages: Java, Python, C, JavaScript (&TypeScript), Ruby, OCaml, Rust, MATLAB, HTML, CSS, Swift

CS Related: Algorithm Analysis, Unix, OOP, Functional Programming, Low-Level Programming, Assembly

Personal: Fast learner, Analytical/problem-solving skills, Teamwork, Critical thinking, Communication, Public speaking

Languages: English, Mandarin Chinese, Spanish