

Feifan Zhou

Product engineer & Metalearner • Updated May 2017

✉ feifan@me.com

☎ (401) 252-6200

in /in/feifanz

🐦 @FeifanZ

👤 feifanzhou

📺 /ffz

Work Experience

[2016 – Present] Lead Sales & Solutions Engineer / Special Projects, Layer

OBJECTIVE-C • NODE • REACT

Working with executives to build future company direction. Designing architectures and solutions for prospective customers. Overhauled developer experience, implemented processes to support existing customers. See *Projects* for details.

[2015] Senior Developer, The Simple Group

REACT • NODE • RUBY • JAVA

Translated open-ended features into front-end code optimized for cross-browser support and fast load times on high-latency, low-bandwidth connections.

[2013 – 2015] Cofounder (Lead Dev + Product), Tunetap

REACT • AJAX • RUBY • JQUERY • REST • EC2 • RDS • STRIPE • NGINX • BASH

Tunetap was a site for musicians and venues to presell event tickets to reduce risk and predict demand before committing to a show. Trained and managed 3 junior developers to build production Rails backend, SPA frontend, and blog.

[2014 – 2015] Infrastructure Lead, Cornell App Development

OAuth • REST • NODE • RAILS • OBJECTIVE-C • SWIFT • BASH

Started a sponsored team for students to learn and build real apps. Grew to 30 members, built APIs integrating with Cornell IT and Spotify using Node and Rails, maintained documentation, and trained new developers.

[2014] Instructor, INFO 2310

RAILS • REACT • REST

Taught Cornell University course on full-stack web applications with Rails and React.

[2013 – 2014] Lead Developer + Designer, ArtZoco

PHP • REST • REACT • STRIPE • APACHE SOLR • JAVA • BASH

ArtZoco brought peer-to-peer e-commerce to the developing world. Built PHP MVC backend, designed and built React frontend, and optimized browse and checkout UX.

[2013] iOS Developer, Splat Laser

OBJECTIVE-C • HTTP • BASH

Splat created smart hardware video games. Built new UI and refactored code

[2010 – 2014] Author, Cups of Cocoa

OBJECTIVE-C • WORDPRESS

CupsOfCocoa (sold to Binpress in mid-2014) is a blog teaching iOS development from the ground up, with 76 articles and 500,000+ happy readers.

Essence

I'm a product engineer who likes to work at the intersection of people and technology. Learning a basket of skills to become world-class. Obsessively focused on executing great ideas.

Currently based in San Francisco, but open to (partly) remote opportunities.

Software

Adobe Illustrator

Adobe Photoshop

Final Cut Pro X

IntelliJ IDEA

Keynote

Sketch

Sublime Text

Xcode

Technologies

AWS: DynamoDB, ECS, RDS, S3, SNS

C (Systems programming)

Clojure, Clojurescript, Untangled

Docker

Git

HTML 5 + CSS 3

Javascript (ES6)

Node, Express, Koa

Objective-C

PostgreSQL

React, Redux

Ruby, Rails

Swift

Terraform

Unix (bash)

Projects

[2017 – Present] **Layer: CSR**

NODE • REACT • POSTGRES

Layer's first user-facing product — interface for sales and customer service reps to manage customer communications built using Layer SDKs. Implemented skunkworks prototype with Dir. Product, now lead engineer working with COO and CEO to formally productize.

[2016] **Layer: Instastart**

NODE • VUE • RAILS

An interface guiding (new) Layer developers through the boilerplate required to get an app running. Includes sample user management database and identity provider.

[2016] **Layer: Developer Documentation**

NODE • ALGOLIA

Implemented a custom Markdown-based CMS for developer documentation. Convention-driven content versioning and structural sharing across versions and platforms.

[2015 – 2016] **Stoat**

NODE • REACT • CLOJURE • DOCKER • TERRAFORM • AWS (VARIOUS)

AI-powered personal assistant. Launched private beta to 250 users.

[2015] **Push Your Website**

RAILS • OBJECTIVE-C • AWS SNS • EC2

HTTP-driven push notifications for websites. Designed and built web interface (and iOS app to receive notifications) in 36 hours during a hackathon. Winner of the “Best Use of AWS” award.

[2015] **Modern**

PYTHON • OBJECTIVE-C • ANGULARJS • AWS SNS

Mobile app and web UI for underbanked consumers and businesses in Latin America (see TSG in *Work Experience* above). Designed and built in 24 hours as part of Cornell's Fintech Hackathon. Winner of the “Next 10 Million Fintech Mobile Users” category.

[2015] **Tempo**

RAILS • SWIFT • OAUTH

Second team project from CUAppDev. Lead development of backend APIs. Integrates with Facebook Graph API and Spotify API.

[2014 – 2015] **Eatery**

NODE • SWIFT

First project from CUAppDev — a calendar, menu browser, and mini social network for Cornell's dining halls. Lead development of backend APIs and integration with Cornell IT APIs.

[2014] **LeapJS Smart Gesture Recognizer**

JAVASCRIPT • CONVNETJS

A LeapJS plugin that uses machine learning (neural net using ConvNetJS) to learn and predict new, user-defined gestures.

Education & Coursework

[2012 – 2015] **Cornell University**

Bachelor of Science, Computer Science

Kessler Fellow

[2015] **Operating Systems**

[2015] **Analysis of Algorithms**

[2015] **Systems Programming**

[2015] **Ubiquitous Computing**

[2014] **Foundations of AI**

[2014] **Intro to Database Systems**

[2014] **Information Retrieval**

[2014] **Data Structures & Functional Programming**

[2014] **Probability Models & Inference**

[2014] **Engineering Probability & Stats**

[2014] **Managing & Leading in Organizations**

[2014] **Leadership Theory & Practice**

[2013] **OOP & Data Structures**

[2013] **Discrete Structures**

[2013] **Multivariable Calculus**

[2013] **Financial Accounting Principles**

[2013] **Design & Programming for Web**

[2013] **Managerial Finance**