

Felix(Zheng) Wei

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EDUCATION

UNIVERSITY OF WATERLOO
SYSTEMS DESIGN ENGINEERING
May. 2018 | Waterloo, ON

CHINESE U. OF HONG KONG
SYSTEMS DESIGN ENGINEERING
Exchange Winter 2017

TECHNICAL SKILLS

LANGUAGES

Python • Scala • Java • Javascript

BACK-END & CLOUD

API Design • AWS • Chalice
Play • Flask • MySQL • DynamoDB

FRONT-END

VueJS • AngularJS
CSS pre-processors & frameworks
Dependency build tools

LINKS

Github:// [felixzhengwei](#)
LinkedIn:// [felixzhengwei](#)
Devpost:// [felixwei](#)

HIGHLIGHTS

- Extensive experience with agile software development and management.
- Delivered high quality, value-adding projects in previous positions.

HACKATHONS

- **Instabuy** | Mhacks: Refactor
🏆 Winner of Best Visa API Hack
- Efficient e-commerce platform.
- **KnowTheGame** | DeltaHacks
🏆 Winner of Best MS Azure Hack
- NBA game statistics predictor.
- **PriceAlert** | Hack The North
🏆 Winner of Best Bloomberg Hack
- Stock performance predictor.

INTERESTS

Basketball • Piano • Ping-Pong
Travel • Singing

PROFESSIONAL EXPERIENCE

GILT GROUPE (HBC DIGITAL) | SOFTWARE ENGINEER

July 2018 – Present | New York, NY

- Backend engineer on communication infrastructure.
- Developed and owned various Chalice and Scala microservices within the AWS ecosystem in the form of Lambdas and EC2s with additional AWS integrations.
- Developed a robust and scalable message processing/delivering system for various e-commerce banners that processes huge amounts of messages daily.
- Independently designed and developed a serverless web app for visualizing consumer emails and computing statistics using 100% serverless architecture with Vue, Chalice, and DynamoDB.

GILT GROUPE | SOFTWARE ENGINEERING INTERN

June 2017 – Sept 2017 | New York, NY

- Owned the design and development of a microservice responsible for data collection for user recommendations using Scala, Slick, and PostgreSQL.
- Designed and implemented product selection algorithm to best facilitate data collection.
- Designed and developed the front end user experience and workflow.

SEQUENCE | SOFTWARE ENGINEERING INTERN

Aug 2016 – Dec 2016 | San Francisco, CA

- Led the development of Opus One's e-commerce platform end to end.
- Implemented various features within a custom-built CMS for Chipotle.

STREET CONXT | SOFTWARE ENGINEERING INTERN

Jan 2016 – Apr 2016 | Toronto, ON

- Spearheaded the full stack development of the Admin platform using AngularJS, Play/Java, Hibernate and PostgreSQL.
- Developed various back-end API services, ORM models and database migration scripts to improve platform capabilities.
- Worked on various tech enhancements for the code base including rewriting sbt-build plugin for Play in Scala to allow webpack integration using NPM.

SMART TECHNOLOGIES | SOFTWARE ENGINEERING INTERN

May 2015 – Aug 2015 | Calgary, AB & Seattle, WA

- Designed and developed full stack infrastructure for integrated workflow support for SMART amp using Ember.js and Java to increase user satisfaction.
- Enhanced existing API by implementing server-side user validation in Java.
- Created a sports-themed game for SMART Notebook using Ember.js and JavaScript, received high praise from users.

RESEARCH & PROJECTS

DATA VISUALIZATION | REAL-TIME EMBEDDED SOFTWARE GROUP

Jan 2018 – Apr 2018 | University of Waterloo

Collaborated with research team to build multi-threaded application for streaming and displaying Redis data in high frequency.

VOICEASSIT | CHINESE UNIVERSITY OF HONG KONG

Jan 2017 – Apr 2017 | Hong Kong

A speech recognition IOS app designed for iPad to improve doctor patient communication in collaboration with local hospitals.