

Yuqiao Feng

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EDUCATION

Georgia Institute of Technology

Master's degree

Graduation: Dec 2025

Computer Science

Related course: Application Modeling and Design, Data Structure, Cloud Computing, Cryptocurrency

Peking University, Beijing, China

Bachelor's degree

Graduation: Jun 2020

SKILLS

Java, Python, R script, JavaScript, C#, Linux Shell, IJM, Express, NodeJS, PassportJS, React, MongoDB, MySQL, CSS/HTML, Django, AWS, Matlab

EXPERIENCE

BMW Group

Software development and data engineer Intern

Feb 2024– July 2024

Building a REST API Web Application with Spring Boot and AWS

- Developed a **RESTful API** web application using **Spring Boot** for CRUD operations on user info and products.
- Deployed the application on **AWS EC2** instances, leveraging **autoscaling** for increased availability and performance.
- Automated the CI/CD deployment pipeline utilizing GitHub Actions, Packer, and Terraform to streamline development workflows and enhance deployment efficiency.
- Utilized **AWS RDS** to store data, ensuring data durability and high availability, and **AWS S3 bucket** for image storage.
- Configured logging and monitoring in **AWS CloudWatch** to monitor application performance and troubleshoot issues.
- Integrated **basic authentication** for secure user authentication and authorization.

CCB Housing Limited *Software development engineer Intern*

June 2020– July 2022

IP Redirection Enhancement for CCB Housing

- **Java Development:** Conceptualized and executed an **advanced IP redirection workflow** using **Java**. This innovation optimized the determination of a user's IP address, aligning it with the right marketplace using data analytics for a refined browsing journey.
- **Mobile Redirection:** Integrated a distinctive **mobile filter** using **responsive design principles** for the expanding mobile user base, facilitating flawless **cross-device** browsing.
- **User-Centric Interface & Front-end Enhancement:** Created dynamic banners using **Amazon's proprietary tools** and the **Spring framework** for geo-specific content, while advancing **UI algorithms**, using **CSS/HTML** and **JavaScript** to refine popover window alignments, elevating the overall **UI/UX**.
- **Collaboration, QA & Project Management:** Served as a liaison between tech and non-tech teams, using **agile methodologies** to consistently coordinating with product managers and QA to resolve tickets and assure product excellence. Administered project timelines via **JIRA**, upheld **CI/CD** principles, enriched internal knowledge bases.

Deployment & Autoscaling Improvements

- **ASG Enhancement:** Increased **Autoscaling Groups (ASGs)**, reinforcing **load management** and system resilience during high-traffic periods.
- **Connection Optimization:** Boosted the **MaxConns** parameter for enhanced request handling. Synchronized updates across **CDORelay** and **Coral configurations**.
- **VIP Management:** Conducted an in-depth analysis of the **VIP deployment** process, focusing on maintaining service availability during host updates using **cloud infrastructure**.
- **Performance & Scaling:** Led **performance testing** post-modifications using tools like **JMeter** and spearheaded further autoscaling initiatives based on data-driven insights to enhance system robustness.

PROJECT

Interactive Live Stream Game Platform

As the lead of a team of six, lead the overall design /structure, core functionality development, component integration and task management using **Jira**.

- Developed an interactive web platform allowing streamers and audiences to engage in live-stream games via comments, using **Node.js**, **Express**. Using **React** and **React Native** to develop the app for **cross-platform(web/mobile)** purposes.
- Implemented **real-time** communication between games, live rooms, and streamer console using **WebSocket**, and use **NGINX** for **Proxy** setting, enhancing user interaction and experience.
- Developed the game with **Unity** game engine, utilizing its robust suite of tools for 3D modeling, physics, and user interface components. implement game logic, animations, and interaction mechanics by scripting in **C#**.