

# Grace Feng

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## EDUCATION

### University of California Santa Barbara

*Bachelor of Science in Computer Science, Minor in Art*

**Santa Barbara, CA**

Expected June 2026

- **Cumulative GPA:** 3.73 / 4.0; Dean's Honors
- **Awards:** UC Regents Scholarship (\$20,000 awarded to 2% of students), Engineering Honors, SBHacks 2023 Best Beginner Hack
- **Clubs:** Women in CS - Vice President, Taiwanese American Student Association - Public Relations Officer
- **Relevant Coursework:** Data Structures & Algorithms, Advanced App Programming, Mobile App Development, Artificial Intelligence, Computer Vision, Computer Graphics, Virtual Reality, Computational Music Composition

## SKILLS

**Languages:** C# (Proficient), Python (Proficient), C++ (Intermediate), SQL (Intermediate), JavaScript (Intermediate), Java (Intermediate), HTML+CSS (Beginner)

**Frameworks/Tools:** React, React Native, Angular, Chromatic, Three.js, .NET, Node.js, Dokku, Postman, WireMock, JaCoCo, PITest, Stryker, Git, SourceTree, GitHub, Docker, Azure DevOps, Terraform, AWS, Cloudflare, PostgreSQL, H2, Figma, Swagger, Agile

## WORK & RESEARCH EXPERIENCE

### CMPS156 – Advanced App Programming

**Santa Barbara, CA**

*Teacher's Assistant*

July 2024 - Present

- Build and deploy full-stack web apps with React frontend, PostgreSQL database, SpringBoot leveraging Swagger for API documentation and WireMock for testing. My web apps are used as starter code for students.
- Implement comprehensive test suites using JaCoCo, Jest, Playwright, PITest, Istanbul, and Stryker to ensure robust coverage.
- Lead office hours, assisting students with debugging, deployment, mutation testing, Git workflows, and Agile practices.

### Community Based Literacies Research Group

**Santa Barbara, CA**

*Creative Director*

June 2023 – Present

- Illustrate concept art and develop Unity3D game levels/mechanics for an educational VR game designed to teach literacy.
- Compose and produce game haptics and diegetic soundtracks according to VR development research to enhance immersion.

### West Monroe Partners

**San Francisco, CA**

*Software Engineer Intern*

June 2024 – September 2024

- Integrated Azure AI Search into Intellio Connect using C#, .NET, SQL, Azure, and Terraform. Integration resulted in a 10x reduction in the loading times for over 300,000 applications.
- Wrote new API routes for a new queue filter, tested API changes using Postman, and managed version history using SourceTree.
- Scribed for client calls and developed detailed technical effort estimates for a \$100,000+ work contract, ensuring accurate scope definition and alignment with client expectations.
- Self-taught project's tech stack from beginning of project to completion. Finished project early and wrote comprehensive Confluence documentation for future reference.
- Independently onboarded onto a separate consulting project and authored 10 user stories for their backlog, including technical implementation outlines to guide development and easily delegate tasks.
- Led the intern team in planning, promoting, and sourcing funding for an office-wide scavenger hunt with over 50 attendees.

### Shellphish Cybersecurity Lab

**Santa Barbara, CA**

*Research Apprentice* | [Website Link](#)

September 2023 – June 2024

- 1 of 4 undergraduates selected as lab research apprentices as part of UCSB's Early Research Scholars Program.
- Recreated software exploits using Docker containers of client-server-listener ecosystem for easy analysis of cyber vulnerabilities.
- Led literature search stage by sourcing, analyzing, and synthesizing academic papers to weigh potential research approaches.
- Developed frontend for a website that serves as an introduction to our research and hosts an open-source directory of our work.

## PROJECTS

### SpotifAI – Spotify Clone with Additional Features | [GitHub Repository](#)

June 2024

- Implemented an in-app interactive 3D animation that moves to a user's currently playing song using Three.js.
- Implemented an in-app waveform song editor that can adjust song speed and download a user's currently playing song as an mp3.
- Used the youtube-dl command line program to web-scrape for a downloadable mp3 from a song's corresponding YouTube URL.
- Overrode incompatible calls between HTTPS and HTTP addresses using Cloudflare tunneling.
- Wrote majority of GitHub design/code documentation and app's user manual for an easy new-user experience.

### ML Weather Prediction Algorithm | [GitHub Repository](#)

April 2024

- Trained a Naïve Bayes algorithm on historical weather data to predict weather; achieved top accuracy in class of 100 students.