

Yi Fan (Ivan) Feng

BSc Computer Science, Fifth Year

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Education

University of British Columbia

September 2018 - April 2023

Bachelor of Science, Computer Science; Minor in Creative Writing

Early entrance to university via gifted program at 15 years old

Technical Projects

Personal:

2021 GMTK Game Jam

June 2021

<https://1cy.itch.io/magnet-vox>

- Lead programming, and development in a 4 person group for the 2021 GMTK Game Jam.
- Created most of the generic game functions used in the project and wrote documentation on their functionality to future-proof use in later game projects.

Metroidvania Video Game

January 2021 - Present

- Working on creating a full metroidvania game using the Lua LOVE2D framework.
- Mapped keyboard/controller movement and implemented collision detection.

Heroku-Hosted Discord Bot

January 2019 - Present

- Created a Discord chat-bot that parses user chat inputs and executes various built-in functions as output; mainly uses discord.py, but also pulls from other Python libraries.

GitHub Repository Connection Visualisation

August 2020

- At the 2020 Distributed Summer 2020 Hackathon, designed a frontend HTML/CSS-based website with a public JavaScript API and a Dijkstra's Algorithm implementation to determine the relationship between GitHub repositories.

Academic:

<https://go-2-eat.herokuapp.com/>

Go2Eat Restaurant Searcher

June 2022 - August 2022

- Created a MERN stack (MongoDB, Express, React, Node.js) website application designed to help groups search for nearby restaurants with the Yelp API.
- Did full UI design, user workflow, and CSS design of the webpage.

Chess Dataset Regressions

November 2020

- Implemented various sklearn regressions and machine learning models to predict chess game results from an online dataset.
- Documented results within a Python Jupyter Notebook, comparing tested outputs and performing hyperparameter tuning to maximise precision and accuracy of model.

Work Experience

Trulioo Information Services

August 2021 - April 2022

- Performed debugging, feature testing, and quality assurance for Trulioo's main identity verification service.
- Utilised a mixture of black box and white box testing with company C#, TypeScript, and SQL testing frameworks.

Byte Camp

Summer 2019

- Taught kids aged 9-14 fundamental programming skills through Scratch, game design with Godot running GDScript (a built-in language with syntax similar to Python), music production (with LMMS), and 3D modelling/animation skills with Blender.