JERRY FENG

3B Software Engineering

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SUMMARY

Languages: Java, C/C++, Python, PHP, Go, JavaScript, HTML/CSS, Bash, SQL
Technologies: Android, MySQL, REST, gRPC, Protobuf, Docker, Redis, Memcached, Unix, Git, Unity
Interests: Aerospace technologies, physics, guitar, mountain hiking, travelling

EXPERIENCE

Yahoo! | Software Engineer Intern   *May 2017 – Aug 2017*
Sunnyvale, California
- Worked on the backend platform for the Yahoo! *Newsroom* mobile apps, serving personalized content to over 10 million users
- Implemented a modular service to host content data APIs using gRPC, allowing for the integration of data APIs into a wider range of Yahoo! products

Tulip Retail | Software Developer   *Sep 2016 – Dec 2016*
Toronto, Ontario
- Developed features in Tulip's Commerce Engine platform in PHP
- Created components in a service-oriented architecture using Go, gRPC, and Protobuf, reducing the response time of API calls by up to 80%
- Built a prototype data import tool that uses gRPC and Goroutines to concurrently perform load operations, achieving a 10x improvement in speed
- Reworked internal dependency management and versioning using Composer

TextNow | Android Developer   *Jan 2016 – Apr 2016*
Waterloo, Ontario
- Developed and maintained a mobile messaging app used by over 1 million people worldwide
- Implemented an overhaul of the sign-up/sign-in process and built the contacts blocking feature
- Integrated Amazon Kinesis Firehose to stream analytics data to Amazon S3 and Redshift

TD Lab | Android Developer   *May 2015 – Aug 2015*
Kitchener, Ontario
- Designed and developed core features in *Family Allowance*, an educational money management app, including the achievements and chores systems

PROJECTS

Dungeon Crawler | github.com/ju-de/dungo   *Unity, C#, Blender*
- Work in progress – a 3D adventure fighting game with procedurally generated maps and replayable levels

Pumpkin Kid | jub.itch.io/pumpkin-kid   *Phaser.js, HTML5/JavaScript*
- Halloween-themed top-down shooter game made in a week for GameBoy Jam 5
- Ranked top 10% in all submissions based on community ratings

Greentext | github.com/jfeng41/greentext   *Python*
- Procedural programming language written in and interpreted into Python
- Features fundamental programming constructs such as loops, function calls, and recursion

EDUCATION

Candidate for Bachelor of Software Engineering | University of Waterloo   *2014 – 2019 (Expected)*