

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, gRPC, Protobuf, Docker, Redis, Memcached, Git, Maven, Unity
Interests: Aerospace, physics, guitar, mountain hiking, travelling

EXPERIENCE

Yahoo! | Software Engineer Intern

May 2017 - Aug 2017

Sunnyvale, California

- Worked on the backend content-serving platform which powers several Yahoo! products including the *Newsroom* mobile apps, serving personalized media content to over 10 million users
- Designed and implemented a service to host data stores as APIs using Java and gRPC, leveraging Docker and Kubernetes for deployment
- Contributed to a new middleware layer by writing a Java library to orchestrate data store calls
- Developed a querying API for content data services using GraphQL

Tulip Retail | Software Developer

Sep 2016 - Dec 2016

Toronto, Ontario

- Implemented response pagination and filtering in a RESTful API for Tulip's e-commerce platform
- Developed a service-oriented architecture using Go, gRPC, and Protobuf, replacing existing monolithic PHP code and reducing API response time by up to 80%
- Prototyped a data import tool that uses gRPC and Goroutines to concurrently perform load operations as part of an ETL pipeline, achieving a 10x improvement in speed
- Reworked the PHP dependency management and versioning system 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)