Larissa Feng

YEAR 4 • Computer Science • www.larissafeng.me

Technical Skills

PROGRAMMING LANGUAGES

Python
Java
C++
C#
Javascript
Prolog
Haskell

ENVIRONMENTS

Ubuntu 14.04+
CentOS 6+
Windows 7+

ENGINES

Unity Game Engine
Google App Engine

WEB

HTML5
CSS

FRAMEWORKS

Android
Django
Flask

TOOLS

Docker
Vagrant
Git

Work Experience

DEMONWARE (ACTIVISION) (Sept 2014 – Aug 2015)

Software Development Intern

As a member of the Title Development Team, my work entailed ensuring that Activision studios would ship their games with solid online features. Highlights include:

- Developing/maintaining distributed server-side applications as well as their RESTful APIs, written primarily in Python and C++.
- Spearheading a rewrite of Demonware's Django-powered XSLT to C++ code generation client interface.
- Providing front-line support to game studios for integrating Demonware code into games such as Guitar Hero Live and Geometry Wars 3.

UBC COMPUTER SCIENCE (Jan – June 2014)

UTA for CPSC 221: Basic Algorithms and Data Structures

I served as an undergraduate teaching assistant for a required course including material on: time/space complexity, big-O notation, data structures, and various sorting algorithms. Taught in C++.

- Ran weekly review sessions and office hours on C++ and course material.
- Ensured quick turnover of assignment marking by taking lead role in managing the grading of students' assignments.

Personal Projects

TYPE MIXER (Nov 2014, Sept 2015 – Present)

Web application designed to teach users about typography by letting them proactively mix type and music.

- Created a dynamic website using HTML, CSS, and Javascript, with jQuery for client-side scripting and Buzz.js for music loop management.
- Collaborated with and implemented designs specified by design partner.

METROPOLIS TIC TAC TOE (Dec 2013 – Jan 2014, Oct 2015)

Modern remake of Tic Tac Toe, featuring 1-player, 2-player, and LAN play options. Written in Python, with event handling/GUI through PyGame.

- Created 3 levels of AI for 1-player mode, featuring a mini-max algorithm for the greatest difficulty level.
- Implemented LAN gameplay with a client-server model, using the native Python interface to BSD sockets.

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Academic Projects

VENDORCOUVER (Jan – Mar 2014)
CPSC 310: Introduction to Software Engineering

Social web application that allows users to find, rate, and write reviews about vendors in Vancouver. Written in Java, the app makes use of the Google Web Toolkit (GWT) and Google App Engine (GAE).

- Implemented user log-in/log-out functionalities using the GWT for RPC mechanisms and the GAE for Google Account authentication.
- Enabled the uploading, scaling, and persistence of profile pictures, which required the use of Java Data Objects (JDO).

Open Source / Community

INSTANT MUSIC DOWNLOADER (Oct 2015)
GitHub: yask123/insant-music-downloader

Interactive Python tool that takes song lyrics and uses Beautiful Soup and youtube-dl to find and download the relevant song. I wanted to download several songs at once and run the program as a background process, so I enabled handling of arguments from the command line, as well as some common input flags.

PYLADIES VANCOUVER (June 2015 – Present)
Originating member, Speaker, Regular Attendee

I regularly attend the meetups for the Vancouver branch of PyLadies, which encompasses two things I'm passionate about: Python and women in technology. I've been a member since its inception, and have helped plan events such as open source explorations and module talks. Quite recently, I also gave a talk on the subprocess module in Python.

Education

UNIVERSITY OF BRITISH COLUMBIA

Year 4, Major in Computer Science (B.A)

Hobbies & Interests

Hackathons — Past hackathon participation includes 2 Global Game Jams, Hacking Health, and Vancouver Startup Week.
Street Dance — Hip Hop, Dancehall, and Popping in particular.
Recursive humour — for an example of recursive humour, please refer to the bottom of this resume.