






Yiming Feng

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Profiles	 quiet98k		 Yiming Feng		
Summary	Computer Science student at UC Davis (GPA: 3.9/4.0) with expertise in system architecture, machine learning, and full-stack development. Led projects in decentralized bookkeeping, machine learning, and game development. Skilled in React, Node.js, Vue.js, and Python. Published in the 2024 MLSCM Conference on deep learning integration for object detection				
Education	University of California, Davis		07/2022 - 06/2025 (Expected)		
	Degree: Bachelor of Science in Computer Science				
	<ul style="list-style-type: none">GPA: 3.9/4.0GRE: 339				
Publications	Integrating Object Detection and Deep Convolutional Neural Networks for Cat Breed Classification Oct, 2024 2024 International Conference on Modern Logistics and Supply Chain Management (MLSCM 2024)				
Experience	Guangdong Yixun Technology		07/2023 - 08/2023		
	System Architect Intern		Guangzhou, China		
	<ul style="list-style-type: none">Integrated Vue.js and Spring Boot for enhanced UX/UI and performanceBoosted YOLOv3 image recognition accuracy through curated datasetsEstablished Prometheus-based system monitoring with Grafana				
	CS Tutoring at UC Davis		04/2023 - Present		
	Computer Science Unit Tutor		Davis, CA		
	<ul style="list-style-type: none">Assisted students with programming assignments and collaborative study sessions				
	UC Davis Math Department		10/2024 – 12/2023		
	Mathematic Reader		Davis, CA		
	<ul style="list-style-type: none">Graded assignments and provided feedback to improve problem-solving skills				
Projects	Distributed Accounting Software with Resilient DB		09/2024 - 12/2024		
	Project Leader				
	 Github				
	<ul style="list-style-type: none">Built a decentralized bookkeeping app with React and Node.jsEnabled secure multi-currency transaction management				
	Chinese Handwritten Digit Classifier		09/2024 - 12/2024		
	Project Leader				
	 Github				
	<ul style="list-style-type: none">Achieved 95% accuracy on a 15,000-sample dataset using Logistic Regression and Neural Networks				
	Card Game with Godot		09/2024 - 12/2024		
	Project Leader				
	 Github				
	<ul style="list-style-type: none">Developed a strategic card game blending blackjack mechanics and unique card effects				
	Cat Breed Classification using Deep Learning		06/2024 - 09/2024		
	Researcher				
	<ul style="list-style-type: none">Designed a ML Classifier using YOLOv5 and VGG16, achieving 87% accuracy across five breeds				
	Linux Server		07/2023 - present		
	<ul style="list-style-type: none">Administered a self-hosted Linux server with advanced system configurations and security protocols				
Programmming Languages	Java	Python	C	C++	Java Script
	Kotlin	Assembly	Haskell	Prolog	Erlang