

Yiming Feng

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Profiles	Github	LinkedIn			
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 Degree: Bachelor of Science in Computer Science <ul style="list-style-type: none">GPA: 3.9/4.0GRE: 339	07/2022 - 06/2025 (Expected)			
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 System Architect Intern <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	07/2023 - 08/2023 Guangzhou, China			
	CS Tutoring at UC Davis Computer Science Unit Tutor <ul style="list-style-type: none">Assisted students with programming assignments and collaborative study sessions	04/2023 - Present Davis, CA			
	UC Davis Math Department Mathematic Reader <ul style="list-style-type: none">Graded assignments and provided feedback to improve problem-solving skills	10/2024 – 12/2023 Davis, CA			
Projects	Distributed Accounting Software with Resilient DB Project Leader GitHub Repository <ul style="list-style-type: none">Built a decentralized bookkeeping app with React and Node.jsEnabled secure multi-currency transaction management	09/2024 - 12/2024			
	Chinese Handwritten Digit Classifier Project Leader GitHub Repository <ul style="list-style-type: none">Achieved 95% accuracy on a 15,000-sample dataset using Logistic Regression and Neural Networks	09/2024 - 12/2024			
	Card Game with Godot Project Leader GitHub Repository <ul style="list-style-type: none">Developed a strategic card game blending blackjack mechanics and unique card effects	09/2024 - 12/2024			
	Cat Breed Classification using Deep Learning Researcher <ul style="list-style-type: none">Designed a ML Classifier using YOLOv5 and VGG16, achieving 87% accuracy across five breeds	06/2024 - 09/2024			
	Linux Server <ul style="list-style-type: none">Administered a self-hosted Linux server with advanced system configurations and security protocols	07/2023 - present			
Programming Languages	Java Kotlin	Python Assembly	C Haskell	C++ Prolog	Java Script Erlang