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 — 07/2022 - 06/2025
Computer Science — Bachelor of Science
3.9 GPA

Duke University — 08/2025 - present
Computer Science — Master of Science

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)
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Experience

Guangdong Yixun Technology — 07/2023 - 08/2023
System Architect Intern — Guangzhou, China

- Integrated Vue.js and Spring Boot for enhanced UX/UI and performance
- Boosted YOLOv3 image recognition accuracy through curated datasets
- Established Prometheus-based system monitoring with Grafana

UC Davis Math Department — 10/2024 – 12/2023
Mathematic Reader — Davis, CA

- Graded assignments and provided feedback to improve problem-solving skills

Projects

ResCash - Distributed Accounting Software with Resilient DB — 09/2024 - 12/2024
Project Leader
GitHub Repository

- Built a decentralized bookkeeping app with React and Node.js
- Enabled secure multi-currency transaction management

Chinese Handwritten Digit Classifier — 09/2024 - 12/2024
Project Leader
GitHub Repository

- Achieved 95% accuracy on a 15,000-sample dataset using Logistic Regression and Neural Networks

BlackJack Brawl - Card Game with Godot — 09/2024 - 12/2024
Project Leader
GitHub Repository

- Developed a strategic card game blending blackjack mechanics and unique card effects

Cat Breed Classification using Deep Learning — 06/2024 - 09/2024
Researcher

- Designed a ML Classifier using YOLOv5 and VGG16, achieving 87% accuracy across five breeds

woaa trading - simulated trading platform — May 2025 - Present
Software Engineer

- Developed a full-stack trading simulation platform using React (TypeScript), FastAPI (Python), PostgreSQL, and Redis
- Implemented user authentication, trading logic, real-time candlestick charting, and admin/user settings

Programming Languages

Java	Python	C	C++	Java Script
Kotlin	Type Script			