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 (Expected)
Degree: Bachelor of Science in Computer Science

- GPA: 3.9/4.0
- GRE: 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)
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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

CS Tutoring at UC Davis   04/2023 - Present
Computer Science Unit Tutor   Davis, CA

- Assisted students with programming assignments and collaborative study sessions

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

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

Projects

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

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

Linux Server   07/2023 - present

- Administered a self-hosted Linux server with advanced system configurations and security protocols

Programming Languages

Java	Python	C	C++	Java Script
Kotlin	Assembly	Haskell	Prolog	Erlang