

Richard Feng

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Current third year student double-majoring in computer science and data science. Planning to graduate May 2026. Seeking in-person or remote software engineer/backend developer role.

TECHNICAL SKILLS AND TOOLS

Languages: Java | Python | SQL | C | C++ | HTML + CSS | JavaScript | TypeScript | R
Frameworks: React | NextJS | PyTorch
Tools: Git | Jupyter
Platforms: Windows | macOS | Unix | Netlify

PROJECTS

Personal Portfolio Website (richardfeng.dev)

Aug 2024 - Current

Built a portfolio website from scratch using React. Developed using NextJS and TypeScript and hosted on Netlify. Includes personal information, contact information, resume, and more. Work in progress.

- Learned how to create an interactive website for portfolio with flexible U/I elements for future-proofing modularity
- Designed and developed a flexible personal website using React and TypeScript for code and Procreate for custom assets
- Experimented with full-stack skill sets to create a user-friendly site with creative elements for a clean portfolio

Lobby Organizer Discord Bot

June 2024 - July 2024

Built a Discord bot that streamlines the lobby creation processes for games. Allows for users to interact with the bot to create lobbies and find players to fill lobbies utilizing Discord API. Ran from remote laptop.

- Built commands that allow users to display and create lobbies with game title and starting time
- Increased ease of use through reactions and voice channel commands to interact with the bot to create simple and clean U/I

Minirel Database

March 2024 - April 2024

Jointly designed and developed a single-user DBMS that can execute simple certain SQL queries using C++ through remote UNIX machines according to specifications. SQL parser and disk supplied.

- Worked with a peer to design a database through relation tables and relational graphs
- Created buffer manager, heapfile manager, and relational operators in partnership utilizing pages, heapfile scanners through linked lists, and SQL operations using filters.

Guided Intravascular Optic Analysis w/ Argus Science

May 2023 - Jun 2023

Collaborated with Argus Science to create a visualizer app for their intravascular optic sensor using Python to display blood vessels in patients.

- Utilized bitmap output from optic machines and turned it into video output
- Allowed for analysis of blood cholesterol through visual means

Bus Stop Finder

April 2023

Backend/Algorithm Engineer

Created an app with development team to find the optimal bus route given a CSV. Utilized Dijkstra's according to specifications using Java. Presented project proposal and results.

- Suggested and integrated user-friendly commands to allow users to more efficiently plan out trips through multi-stop selection with front-end developers
- Enhanced workflow through documentation and assisted peers with debugging and unit tests

EDUCATION

UW Madison (Expected Graduation Date: May 2026)

GPA: 3.648 / 4.000

Bachelor of Science (BS) in Computer Sciences

Multi-Var Calc & Linear Alg | Multi-Var Calc & Diff Eq
Programming III (Java) | Machine Organization & Programming | Honors Intro to Algos
Database Management Systems | Intro to AI | Computer Graphics (INP)

Bachelor of Science (BS) in Data Science

Data Sci Programming II (Python) (INP) | Data Science Modeling II (R) (INP)