

# Jenny C. Feng

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(919) 916-0290 • [finej01@gmail.com](mailto:finej01@gmail.com) • [github.com/ruvvet](https://github.com/ruvvet) • [linkin.com/in/jcfeng](https://linkin.com/in/jcfeng)

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*Software Engineer with a hunger for learning. Competitive but humble. Critical thinker with an open mind. I write in code, but I know how to communicate with empathy. Be a positive force while building awesome things together.*

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## SKILLS

Javascript, Python, Node, SQL, HTML, Git, Express, Sequelize, PostgreSQL, React, MongoDB, Mongoose, Django, Flask

## PROJECTS

**OTP: Friend-Finder App** – React, Express, TypeORM, Socket.io – React app that helps find, match, and connect with other gamers with similar interests.

**W-App: Water App** – React, Express, MongoDB – React single page app created to track, manage, and customize a user's hydration needs based on their unique profile.

**UwuMoji: Discord Emoji Manager** – Node, Express, Postgres/Sequelize, JS – Arcade-style game with canvas in Javascript

**Untitled Game** – Vanilla Javascript, HTML – Arcade-style game with canvas in Javascript

**Master's Thesis** – Python, SQL, Machine Learning, Twitter API – Real-Time Summarization of tweets during esports streams to detect events and generate a live timeline.

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## EXPERIENCE

**General Assembly** – Oct 2020 - Jan 2021

Software Engineering Immersive Student – 3-month, 500-hour full-time and full-stack program for modern front- and back-end programming languages, tools, and methodologies.

**Rainbow Six Siege Community Manager** – Ubisoft, 2016 - 2020

- Specializing in indexing traditional qualitative sentiment reporting methods against quantitative reporting on community KPIs – **Tableau, Brandwatch, Synthesio**
- Drive community engagement and growth, community building.
- Execution of community engagement strategy through content and resource creation, content curation, community-focused campaigns and events, and player programs
- Leverage community-driven KPIs and sentiment to strategically target key issues
- o 2019 The Game Award Community Support Nominee & over 4M followers on twitter + instagram

## EDUCATION

**General Assembly** – Software Engineering Immersive – Oct 2020 - Jan 2021

- Completed 12-week immersive software engineering training program.
- Published 4 keystone projects individually and collaboratively that demonstrated core skills.

**Master of Science in Information Science** – University of North Carolina at Chapel Hill

**Bachelor of Arts in Biology (Major), Economics (Minor)** – Duke University