

Raymond Feng

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EDUCATION

University of Pennsylvania, School of Engineering and Applied Science, Philadelphia, PA

May 2026

Candidate for Bachelor of Science in Engineering

Major: Digital Media Design

Relevant Coursework : Programming Languages and Techniques; Mathematical Foundations of Computer Science; Data Structures and Algorithms; Calculus II; Computational Linear Algebra; Principles of Physics I: Mechanics and Wave Motion

EXPERIENCE

Engineering Summer Academy at Penn | Residential Teaching Assistant, Philadelphia, PA

July 2023

- Executed engaging lessons in 3D modeling using Autodesk Maya, introducing 30+ high school students to fundamental concepts and techniques.
- Provided hands-on guidance and personalized assistance to students during individual and group projects.
- Implemented and executed exciting group activities, icebreakers, and outdoor activities using budgeting and planning skills.

DIYCNC | 3D Animator, Warrington, PA

September 2023 – Now

- Produced dynamic and realistic animations of moving machine parts using Blender, integrating lighting, shading, and rendering settings to enhance the visual impact.
- Designed and created intricate models to capture precise mechanical details, effectively translating engineering specifications and design concepts into visually compelling and accurate visualizations.

UPGRADE | Vice President, Philadelphia, PA

September 2022 – Now

- Designed and implemented a character for an upcoming gacha game in Unity.
- Collaborated with team of 30+ to create concept art and assets for an upcoming minigame collection.
- Competed in UPGRADE's game jam, making UI, character art, and background assets to create a functional game within a 24-hour period in a team of 4. Won the overall award for most fun game.

Daily Pennsylvanian | Design Associate, Philadelphia, PA

February 2023 – Now

- Utilized Adobe InDesign to format and arrange images and text for the Daily Pennsylvanian's weekly newspaper and monthly arts magazine.
- Illustrated custom images and assets to be used in articles and digital publications, collaborating with team of 10+.

Robotics Club | Founder/Co-president, Warrington, PA

September 2021 – May 2022

- Led a team of programmers and engineers to design, build and construct a robot in approximately 6 weeks.
- Created and printed 3D-printable models of mechanical parts for use in the robot's design.
- Facilitated planning and bi-weekly meetings to prepare for competitions and organized fundraising events.
- Used Java in Android Studio to program an autonomous mode and manual mode for the robot as the lead programmer.

Summer Research | Student Researcher, Warrington, PA

June 2021 – August 2022

- Examined trends in exoplanetary systems using unsupervised machine learning and data visualization in Python using Scikit-learn.
- Submitted results to The Columbia Junior Science Journal, supervised by a Yale Ph.D candidate.

PROJECTS

Minesweeper | *Programming Languages and Techniques Final Project*, Philadelphia, PA

December 2022

- Created a replica of Windows Minesweeper utilizing file i/o, JPanel/JFrame, and 2D arrays.

Twitter Clone | *Club Application Technical Challenge*, Warrington, PA

January 2023

- Designed a front-end web application using HTML and CSS with mobile responsiveness.
- Implemented login/logout and posting functions using Django for the back-end.

SKILLS

Programming: Java, OCaml, JavaScript, HTML, CSS, Python, Django, R, Matlab, Unity, C#

Design/Video: Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Clip Studio Paint, Maya, Autodesk Sketchbook, Adobe InDesign, Live2D, Blender

Languages: English, Chinese (conversational)