

SI MING FENG

69 Brown Street (P.O. 9856), Providence, RI, 02912 • (401)-471-0197
siming_feng@brown.edu • simingrox@gmail.com • linkedin.com/in/simingf

EDUCATION

Brown University, Providence, RI

Expected May 2025

Bachelor of Science, Major in Computer Science, GPA: 4.00

Relevant Coursework: Computer Systems, Deep Learning, Software Engineering, UI/UX, Operations Research, Differential Equations, Abstract Algebra, Honors Statistical Inference, Linear Algebra, Multivariable Calculus.

Sevenoaks School, Kent, England

Graduated June 2021

International Baccalaureate Diploma, Score: 44

Honors: Academic Scholarship, Mathematics Award, UKMT Gold Medal, BMO1 Silver Medal.

EXPERIENCES

Brown CS Department, Providence, RI

August 2022 - Present

Software Engineering Teaching Assistant

- Evaluated students' creative project submissions and helped review assignments in biweekly mentor meetings.
- Proctored debugging collaborative hours for Java, HTML, Typescript, and React projects to assist over 150 students.

Accenture, Beijing, China

May 2022 - August 2022

Project Manager Intern for Tik Tok

- Onboarded an outreach program aimed at converting SMB businesses in SE Asia into advertisers on Tik Tok.
- Organized cold call / paid leads data in Excel, algorithmically removing duplicate numbers and fake businesses.
- Used VBA macros to automate the process of assigning leads to sales agents.
- Rebuilt the online sales dashboard, reducing system-wide lag and increasing efficiency by over 90%.

PROJECTS

OctoQuiz, C#

January 2022 - May 2022

Educational Website Inspired by Platformers and Kahoot!

- Worked with a team of 5 to build a Kahoot-like website with quizzes completed in a game format.
- Implemented the back-end using Firebase, building data structures for quiz content and statistics by class or per student.
- Built a 3D platformer game with Unity and C# and utilized REST APIs to access the back-end.
- Designed the front-end website, creating a high-fidelity prototype with Figma.
- Unit-tested the front-end with Jest and integration tested with Selenium.

Greenhouse Themed Art, Python

January 2022

AI Generated Art for Hack@Brown

- Utilized VQGAN+CLIP neural networks to build an art collage for a "Greenhouse"-themed hackathon.

A President's Voice, Python

May 2021 - September 2021

Independent Research on Voice Classification

- Explored the speech patterns of various American presidents using unsupervised learning algorithms.
- Web scraped speeches off YouTube to compile and preprocess audio data using NumPy and Pandas.
- Extracted features from the dataset using Mel Frequency Cepstral Coefficients.
- Fitted the classifier using a Gaussian Mixture Model and evaluated it with Matplotlib and Scikit-learn (sklearn).
- Built and hosted the website apresidentsvoice.com to present a public model and share my research.

EXTRACURRICULAR

Brown Machine Intelligence Community, Providence, RI

August 2021 - Present

Founder & Co-President

- Founded a club with over 150 members that helps students learn about and build ML/AI projects.
- Created project stencil code and slide decks, as well as hosted conceptual workshops and debugging sessions.

Fullstack at Brown, Providence, RI

January 2022 - Present

Full Stack / Backend Web Developer

- Collaborated with a team of 4, designing and coding the university's Shotokan Karate club website.
- Developed the front-end website using React and Typescript, and implemented user authentication with Firebase.

SKILLS AND INTERESTS

- Languages: Python, Java, C++, HTML, CSS, Javascript, Typescript, React (Proficient); C, C#, SQL (Intermediate)
- Technologies & Tools: Git, Anaconda, Tensorflow, Maven, JUnit, Node, Jest, Selenium, Firebase, Figma, Excel
- Interests: Singing, Swimming, Mechanical Keyboards, Comics