Si Te Feng

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SKILLS SUMMARY

Languages: Python, Ruby, JavaScript, C, C++, Swift, Objective-C, C#, Matlab
Technologies: Ruby on Rails, React.js, Native iOS, ROS, Git, Vim, Unity
Environments: Matlab & Simulink, Xcode, PyCharm, Linux

WORK EXPERIENCE

Castle Global, Software Engineer, San Francisco, CA **Aug 2017 - Present**
- Worked closely with backend and design teams to create a seamless user shopping experience on iPhone
- Helped to develop an e-commerce app that delivers real value for the users

Paperless Post, iOS Engineering Intern, New York, NY **May - Aug 2016**
- Developed new features such as editing sent cards for the Paperless Post iPhone app
- Worked closely with designers and management to enhance existing features for better user retention

Clearpath Robotics, Mobile Robotics Application Engineering Intern, Kitchener, ON **Sep - Dec 2015**
- Developed robotics vision software in Python and C++ using ROS platform
- Written scripts for predicting operational parameters for the OTTO autonomous transport vehicle

Pebble, iOS Developer, Palo Alto, CA **Jan - Apr 2015**
- Used Objective-C with MVC and MVVM design patterns to develop new features for the Pebble Time iPhone app. Features include onboarding, My Pebble locker, and calendar event synchronization

PROJECTS

HappenVR, visit us at HappenVR.com | UW Mechatronics Engineering Capstone **Sep 2016 - May 2017**
- Software lead for designing and building a virtual reality haptics feedback glove for medical therapy
- Created a 3D user interface on Unity that integrates with Oculus, Leap Motion, and the glove prototype

AskDonna.org – Get the personal advice you need, anonymously **Jun 2017 - present**
- Created a platform that allows anonymous users to ask questions anonymously and privately
- Learned a lot about Ruby on Rails, React.js, AWS deployment, and user acquisition in the process

Hack the North, University of Waterloo **Jul 2014 - Sep 2015**
- Co-organizer for Canada's largest hackathon at University of Waterloo
- Enabled hackers to receive real-time updates, "uber" for mentors, and view the event schedule

Autonomous SLAM Turtlebot, University of Waterloo **Jan 2017 - Apr 2017**
- Used Kinect sensor, fake GPS signal and wheel odometry to localize and map the environment with ROS
- Applied path generation and A* search algorithms to navigate robot to destination while avoiding obstacles
- Used basic sensor fusion and PID control to process noisy input data and smoothly control robot's actions

MetroArm, TreeHacks, Stanford University **Feb 2015**
- Designed and built a 6 DOF servo robotic arm controlled by Leap Motion and Arduino
- Grand prize winner of TreeHacks 2015

EDUCATION

University of Waterloo, BASc, Mechatronics Engineering, Waterloo, ON **Sep 2012 - Apr 2017**
- **Relevant Courses:** Algorithms, Image Processing (filters, Fourier transform, JPEG compression, image enhancement, K-means), Digital Control, Microprocessors, Computer Networks