# FEI-FEI ZHENG

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# WHO AM I

I am super passionate about solving problems by science and technology. I am strong self-motivated quick learner and I love to keep things organized. I have my own way of organizing and digesting knowledge and apply it across disciplines. My excellent communication and critical thinking skills help me getting things done collaboratively with others.

Currently I live in Toronto and in my third year of the Computer Science program at York University. My interests in computer science area are in software design and computer vision. Apparently, school is not enough for me, that I am also a frequent visitor to Udacity, Coursera, Lynda, InfoQ to keep my knowledge to up to date. But I am not entirely geeky, since I also build hand crafts and play Chinese classical music instruments in spare time.

## WHAT I KNOW

- Motivated Software Engineer with strong analytical, programming and problem-solving experience
- In-depth understanding of Data Structure, Algorithms and OOP principles
- In-depth understanding of Web, Mobile, Database and other software design best practices
- Love using Git version control, especially when working with other geeks
- Excellent communication skills and great team player
- Quick learner and ability to work under pressure with time management skills
- Good motivator, enthusiastic and passionate about new tools and technology

### WHAT I AM GOOD AT

Programming: Java, Python, NodeJS, PostgreSQL

Framework & Tools: ExpressJS, RESTful API, OAuth2, Bootstrap, Android SDK

DevOps: Git, Docker, AWS EC2AI & Mathematics: OpenCV, NumPy, MATLAB

Platforms: Linux (Alpine, CentOS), MacOS, Windows

# WHAT I LEARNED

2016 - Present BSc. Honored Major/Minor, Computer Science & Mathematics

Lassonde School of Engineering, York University

2017.6 – 2017.8 **Machine Learning Certificate** 

Stanford University (via Coursera)

2014 – 2016 Advanced Diploma, Graphic Design

Seneca College

#### 2018.5 - Present

## **Computer Vision Research Assistant, York University CVR**

- Participated in Intelligent Systems for Sustainable Urban Mobility (ISSUM) project
- Evaluated and compared state of art algorithms for specified dataset and purpose via **Python** and **MATLAB**
- Assist postdoctoral fellows in research process with programming and Mathematics knowledge and skills
- Analyzed and tested Auto Camera Calibration with Manhattan Frame Estimation and Unsupervised Crowd Counting
- Took the initiative to learn the knowledge about computer vision algorithms (Geo Camera Calibration, SIFT, PCA, etc.)

#### 2015.3 - 2015.9

### **Graphic Designer, Solo Media**

- Design and create artwork including magazine and website with optimized UX
- Communicated with client on design product needs and request

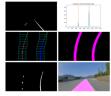
## WHAT I HAVE DONE FOR FUN

# Rsme web application (https://github.com/sophiiae/rsme)



- Built a web application that auto generates resume in PDF
- It gets user profile information with given binding permission from LinkedIn via LinkedIn, RESTful
  API and OAuth2 and gets code contribution chart from GitHub with given username
- The project is written in Node.js and Express.js with various of Node.js libraries, including request, PDFKit, xpath, xmldom, mustache-express, etc.
- Deployed to AWS using Docker container (https://cloud.docker.com/u/sophiiae/repository/docker/sophiiae/rsme)

# Lane Detection (https://github.com/sophiiae/AdvancedLaneDetection)



- Designed an algorithm to recognize lane marks from image and video without camera calibration
- It includes image color analysis, filtering, perspective transform and sliding windows
- The dataset is chosen randomly without camera specification
- The project uses Python libraries include Matplotlib, OpenCV and NumPy