

Pengfei Tan

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EDUCATION

Northeastern University, Boston, MA

College of Computer and Information Science

Sep 2014 - Dec 2016

Candidate for a Master of Science in Computer Science

GPA: 4.0/4.0

Related Courses: Algorithms, Mobile Development, Artificial Intelligence, Information Retrieval

Shanghai Jiao Tong University, Shanghai, China

College of Software

Sep 2010 - Jun 2014

Bachelor's Degree in Software Engineering

WORK EXPERIENCE

Amazon.com, Inc., Seattle, WA

Software Development Engineer

Feb 2017 - Present

- Alexa Engine team

Woobo Inc., Cambridge, MA (Click [here](#) to see recommendation)

Software Development Engineer Intern

May 2016 - Aug 2016

- Developed an Android app that interacts with children via chat, storytelling, game and song playing along with cute facial expressions and goofy body movements
- Implemented Android app's communication with server using web socket, applied Android modules like speech recognition, text to speech and alarm manager
- Worked with multiple threads and async operations

Northeastern University, Boston, MA

Graduate Teaching Assistant - CS5200 Database

Jan 2016 - Apr 2016

- Held weekly office hours for doubt solving and helping students in assignments and projects
- Graded assignments and projects for students

Schepens Eye Research Institute, Massachusetts Eye and Ear, Harvard Medical School, Boston, MA

Software Development Engineer Intern

May 2015 - Dec 2015

- Developed a cardboard-based magnifier iOS app called SuperVision+ Goggles, a low-cost vision assistance solution for the visually impaired
- Added new features in SuperVision+ Magnifier, an iOS app with more than thirty thousand users

ACADEMIC PROJECT

Search Engine with Python, Northeastern University

Jan 2016 - Apr 2016

- Built a search engine with BM25 as a retrieval model, evaluated searching results with others
- Implemented a snippet generation technique and query term highlighting within results

Squat Buddies Android Game, Northeastern University

Jan 2016 - Apr 2016

- Developed a two-player squat game aiming at helping people enjoy exercising
- Implemented a feature to detect squats by using accelerometer and rotation vector motion sensor

2048 Game AI, Northeastern University

Sep 2015 - Dec 2015

- Designed an Expectimax search algorithm to calculate optimal moves with a winning rate of 95%
- Improved the AI algorithm by applying a heuristic function to do pruning for search tree

TECHNICAL KNOWLEDGE

Languages:

Java, Python, Objective-C, HTML, CSS, JavaScript

Tools:

Android Studio, PyCharm, Git, Xcode, Eclipse, MySQL