

# Zeya Peng

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## EDUCATION

**Cornell University**  
College of Engineering  
Information Science, MPS  
Grad. December 2019

**Zhejiang University**  
Psychology, B.S  
Digital Media Technology, Minor  
Grad. June 2018

## SKILLS

### Programming Languages:

JavaScript, TypeScript, C/C++, C#,  
Python, Java

### Development Skills:

HTML5/CSS3, LESS, SASS, React,  
React Native, VueJS, AngularJS,  
ExpressJS, Django, PHP, Relay,  
GraphQL, jQuery, OpenGL,  
OpenCV, Three.js, d3.js, Git,  
Node.js, Webpack, SQL

## COURSEWORK

Computer Graphics  
Computer Vision  
Data Structures  
Database Systems  
HCI Studio  
Intro. to Analysis of Algorithms  
Operating Systems  
UX & Software Development  
Studio  
Visual Data Analytics for Web

## EXPERIENCE

**Facebook, Inc.** Feb 2020 -  
Frontend Engineer, Design Tools New York, NY

- Working on internal design tools to optimize the process of design hand-off with engineering, and online design collaboration.

**Facebook, Inc.** May - August 2019  
Frontend Engineer Intern, Recruiting Product Menlo Park, CA

- Collaborated with design to create mobile experience for fb's internal recruiting product (which was once on desktop only), and rolled out to 100% employees.
- Contributed to documentation of Relay, an Open Source project maintained by Facebook.

**Harmony Cloud, Co. Ltd.** May 2018 - July 2018  
Front-end Developer Intern Hangzhou, China

- Worked on dashboard to monitor load and performance of Kubernetes infrastructure deployed by the company. Worked with NodeJS, Angular, LESS, Elasticsearch, MySQL.

**Cascade Lab, UIUC** July 2017 - September 2017  
Research Intern at University of Illinois Urbana-Champaign Urbana, IL

- Designed and built 3D mini games using Unity3D in C#, in order to study the impact of 3D games on students' visuospatial skill. Coauthored research paper on ACM Intelligent User Interfaces '18 conferences.

## SELECTED PROJECTS

### Publications on Human Computer Interaction / Human Factors

- (2018) User-defined gestures for gestural interaction: extending from hands to other body parts. International Journal of Human-Computer Interaction, 34(3), 238-250.
- (2018) Cubicle: An adaptive educational gaming platform for training spatial visualization skills. In 23rd International Conference on Intelligent User Interfaces (pp. 91-101).

### Freeform Stroke Modeling System

- Built a modeling system that generates plausible 3D model with spherical topology based on user's freeform strokes on 2D canvas, using WebGL/GLSL, based on Takeo Igarashi's research paper.

### NYC Taxi Fare Real-time Prediction & Visualization

- Created WebApp that visualizes prediction of taxi trip durations and fares in real-time at New York City, based on learning of the dataset of NYC's TLC Trip Record Data. The prediction is affected by real-time updates of rides data on service we created on Amazon AWS.