

Zeya Peng

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EDUCATION

Cornell University

College of Engineering
Information Science, MPS
Expected Grad. December 2019

Zhejiang University

Grad. June 2018
Psychology, B.S
Digital Media Technology, Minor
Cumulative GPA: 3.65/4.00

SKILLS

Programming Languages:

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

Development Skills:

HTML5/CSS3, LESS, SASS, ReactJS,
VueJS, AngularJS, ExpressJS, Django,
jQuery, OpenGL, OpenCV, Three.js,
d3.js

Tools:

Git, Node.js, Elasticsearch, MySQL,
Visual Studio

COURSEWORK

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

ACTIVITIES

- Product Manager of Notice on Giushichao Website@Zhejiang University
- Lead Programmer in Global Game Jam '18@Shanghai, work featured on co-organizer's official social media

EXPERIENCE

Red Hat, Inc.

August 2018 - December 2018

Graduate Software Developer & UX Specialist

Ithaca, NY

- Led UX solution of RedHat's Open Source web project SecurityCentral, prototyped workflow of tracking security reports using ReactJS; work submitted as a demo to GSA 10x that funds technology ideas improving people's experience with government.
- Designed REST APIs with back-end engineers and a presenter layer in front-end to provide cleaner separation between UI and data.

Harmony Cloud, Co. Ltd.

May 2018 - July 2018

Front-end Developer Intern

Hangzhou, China

- Extended core features of Application Performance Monitoring website deployed online for 14 client companies, using AngularJS, CSS and visualization library; built REST API with ExpressJS, connecting MySQL and ElasticSearch.
- Refactored front-end with ReactJS and LESS(CSS preprocessor), downsizing UI components code base significantly, improving code scalability and client-side performance.

Cascade Lab, UIUC

July 2017 - September 2017

Research Intern at University of Illinois Urbana-Champaign

Urbana, IL

- Designed and built 2 analytics-driven 3D games using Unity3D in C# to train visuospatial skills, built API for rapid game modules iteration.
- Coauthored research paper on ACM Intelligent User Interfaces '18 conference, showing strong correlation between game performance and spatial skills among 10 participants.

PROJECTS

Let Me Check: Progress Web App for General-Purpose Tracking

- Designed responsive UI and led development of a single-page progressive web app for mobile devices, allowing a wide range of tracking purpose and granularity, using VueJS and d3.js.
- Independently built MVP framework from scratch, decoupling views and models and speeding up collaboration with peer developers.
- Deployed webapp on Heroku with a first meaningful paint of 1.2s when first installed, used Service Worker to reduce later loading time by 99.5%.

Library for Material Design Button on Vue 2.5

- Created reusable Button components with Material Design Motion (Tweening, Fading, Shared Transformation, etc.).

MiniSQL

Led in a team of four to construct relational database management system (RDBMS) using C++. Implemented simplified SQL standard, supporting syntax interpreter, storage buffer and index operations by B+ tree.