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

ACTIVITIES

• Key member of Product
Management team on Qiushichao
Website @Zhejiang University
• Lead programmer in Global
Game Jam '18@Shanghai, work
featured on co-organizer's official
social media

EXPERIENCE

Facebook, Inc.   May - August 2019
Frontend Engineer Intern, Recruiting Product   Menlo Park, CA
  • Independently built React Native version of an internal recruiting product
    on web, and rolled out to 100% employees.
  • Improved mobile experience by moving some complex business logic
    once resided in client side to PHP backend.
  • 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
  • Extended core features of Application Performance Monitoring website
    deployed online for 14 business clients, using AngularJS, CSS and
    visualization library; contributed to the RESTful API built in Node.js, which
    connects to databases on MySQL and ElasticSearch.
  • Refactored front-end with ReactJS and LESS(CSS preprocessor),
    abstracting UI components with better practices.

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.

SELECTED PROJECTS

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 a WebApp that provides 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.

Security Central (RedHat Inc. Sponsored)
• Contributed the UI component, Classification Banner, to RedHat's Open
Source Patternfly UI library.
• Prototyped web project SecurityCentral using ReactJS; work submitted as a
demo to GSA 10x that funds technology ideas improving people's experience
with governtment.