

Qiang Feng

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Education

- Imperial College London** **Oct 2016 - Jun 2020**
MEng Computing (Computer Science) 3rd Year Undergraduate
Achieved **1st Class** in Year 1 and 2 with 92% average for 2nd year projects
- Queen Mary's Grammar School** **Sep 2014 - Jun 2016**
A Levels - 3A* 1A in Mathematics, Further Mathematics, Physics and Computing

Experience

- Visa** (Software Engineering Intern) **Jun 2018 - Aug 2018**
- Worked in an agile team to build a progressive web app to promote cross-border card usage
 - Responsible for creating the backend RESTful API using Node.js and Express.js, testing using Mocha and Chai
 - In charge of integrating the API with an Angular frontend
 - Won 1st prize in the internal hackathon at the national level for building the prototype of the web app in a team
- Imperial College London** (Undergraduate Teaching Assistant) **Oct 2018 - Present**
- Mark and give feedback to first year students on weekly Haskell and Java programming exercises
 - Responsible for preparing and running weekly tutorials
- Netcraft** (Internet Services Developer) **Jul 2017 - Sep 2017**
- Developed and improved the automated malware classification system (mainly using Perl)
 - Implemented and tested dynamic throttling of malware submissions to handle periods of high load
 - Adapted VMCloak to automate the generation of virtual machines used for malware analysis

Awards and Achievements

- Google HashCode Finalist** **Apr 2018**
One of only 40 teams to be invited to the Google HashCode final round in Dublin, where we were the 2nd highest scoring out of over 400 teams based in the UK.
- Best Overall First Year Project at Imperial College London** (Group Project) **Jun 2017**
Awarded for developing an ARM11 assembler and compiler and also a fully documented game engine in C/C++ that utilises the OpenCV library for motion controlled games using a webcam.

Projects

- WACC Compiler** **Oct 2017 - Dec 2017**
Developed a compiler for the WACC programming language using Go, which was awarded a mark of 91%.
- WEther** **Apr 2017**
A proof of concept decentralised and trust-less weather insurance web application. It was built using Node.js and Meteor, and utilises the Web3 library to interact with the smart contract. It won the Most Disruptive Tech prize at WarwickHack 2017.
- Emojifier** **Feb 2017**
Built a web app that uses word embeddings and recurrent neural networks in TensorFlow to predict relevant emojis, and add them to blocks of text. The backend was developed in Python and the frontend was built using Node.js.
- Other projects are available on my [GitHub](#).

Skills and Interests

- Programming Languages** Experienced in Java, PHP and JavaScript and confident with C/C++, Go, Perl
- Databases** Proficient in using MySQL and MongoDB
- Web Technologies** Proficient in HTML5, Node.js and Vue.js
- Tools** Confident in using Linux (mainly Fedora and Ubuntu), Windows, Git and exposed to Docker, TravisCI
- Sports** Badminton (part of Imperial College Men's 2nd team) and Cycling (London to Paris)