




Kai Ji (Kevin) Feng

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EDUCATION

Princeton University

B.S.E. Computer Science
2017 - 2021

Coursework includes: Algorithms, Systems Programming, Computer Graphics, Economics and Computing, Linear Algebra, Advanced Graphic Design

LEADERSHIP

Rehack • founder and co-director
Aug 2018 - present; Princeton, NJ

Founded organization and built team to organize the inaugural collegiate reverse hackathon, focused on redesigning tech for healthier relationships between people and their software.
<https://rehack.co>

co-lab @ princeton • co-founder
May 2019 - present; Princeton, NJ

Co-founded experimental graphic design practice to foster community, innovation, and expression

SKILLS

Technical

JavaScript (React, p5, ThreeJS, jQuery, CoffeeScript), Java, C, HTML/CSS, Python, SQL, Git

Design

Sketch, Figma, Framer, Adobe CC

EXPERIENCE

The Muse • Product Management Intern

Jun 2019 - present; New York City, NY

- Owned and launched new interface for improved post-job application experience, increasing user engagement by more than 3x
- Performed competitive analysis to scope out and prototype new quick apply feature, which is currently queued for development
- Launched product experiments and conducted user tests; used results to make data-driven product improvement suggestions

Solomoto • Product Development Intern

Jun 2018 - Aug 2018; Tel Aviv, Israel

- Redesigned and built landing pages for platform's content bank, increasing page traffic by 3x and conversions by 4x
- Tracked key metrics and performed competitive research; presented results to Growth to develop product strategies
- Proposed, prototyped, and presented redesign of platform's metrics tool

Flare Software, Inc • Design and Product Intern

Aug 2016 - Sep 2016; Remote

- Built promotional package for app's launch that reached more than 50 000 Canadian university students nationwide
- Designed onboarding screen mockups for mobile
- Performed user testing on mobile and desktop platforms of the app

PROJECTS

Audioscape

Apr 2019 - May 2019

- Co-built a tool that procedurally generates landscapes that transform with audio input, using JavaScript, ThreeJS, and Web Audio API

Venmo Android Redesign

Aug 2018 - Sep 2018

- Conducted a UX case study of the Venmo Android app: performed user research, designed mockups in Sketch and coded interactive prototypes in Framer

Seam Carver

Apr 2018

- Implemented a content-aware image resizing algorithm in Java, achieved by finding "minimal energy" seams in an image

See more details and projects at kjfeng.me/work