

# GRACE FENG

Fremont, CA

☎ 341-222-8590

✉ [gracefeng@ucsb.edu](mailto:gracefeng@ucsb.edu)

🌐 [linkedin.com/in/gracetfeng](https://www.linkedin.com/in/gracetfeng)

🐙 [github.com/gracefeng05](https://github.com/gracefeng05)

## Education

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### University of California Santa Barbara

*Bachelor of Science, Computer Science, minor in Art*

Sep. 2022 – June 2025

*Engineering Dean's Honors*

## Relevant Coursework

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- Discrete Mathematics
- Object-Oriented Programming
- Computer Architecture
- Linear Algebra
- VR Programming
- C++ Audio Synthesis
- Statistics/Probability

## Experience

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### Community Based Literacies Research Group

*VR Game Artist and Programmer*

June 2023 – Present

*Santa Barbara, CA*

- Modeling 3D scenes using Unity XR to be used for VR gameplay.
- Programmed C# Unity plugin for editing audio asset envelopes in-editor.
- Collaborating with the lead story writer to design levels and write game dialogue.
- Composing epilogue music using LogicPro.
- Rendering 3D objects for scene creation using Blender 3D.

### UCSB Cybersecurity Lab

*Undergraduate Researcher*

Sep. 2023 – Present

*Santa Barbara, CA*

- Wrote-up and presented research proposal with undergrad research group.
- Replicating known cybersecurity exploits within Docker containers to scale and expedite exploit data analysis.
- [Click for proposal write-up](#)

## Projects/Awards

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### SBHACKS Best Beginner Hack: Boxing Simulator | *Python, Google OpenCV, Babylon.js*

May 2023

- Won **Best Beginner Hack** at SB HACKS IX out of more than 130 participants
- Used Python and Google's MediaPipe machine learning framework to track a player's hand movements using a laptop webcam.
- Fed webcam data to machine learning model to generate a set of (x,y,z) coordinates for each hand.
- Rendered 3D environment using web-based game engine Babylon.js
- [Click for DevPost](#)

### MATLAB MRI Data Analysis App | *MATLAB, SmartSVN, Trello*

Sep. 2022 - January 2023

- Mentored by Dr. Thomas Denney at the Auburn University MRI Research Center
- Designed an original app UI using MATLAB App Designer.
- Researched previous iterations of the app to create an optimized interface.
- [Click for app demo](#)

### UCSB Regents Scholarship

Sep. 2022

- Awarded to top 2% of incoming UCSB freshmen for academic and extracurricular excellence.

## Skills

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**Languages:** Python, Java, C++, C#, MATLAB, LaTeX

**Developer Tools:** Docker, Unity, Flask

**Technologies/Frameworks:** GitHub, Trello

## Leadership / Extracurricular

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### Women in CS (WiCS)

*Publicity officer*

March 2023 – Present

*University of California Santa Barbara*

- Organize pop-ups at College of Engineering club fair day.
- Design posters to promote club meetings.
- Coordinate with AS school board to host pop-up during UCSB club fair.

### Nikkei Student Union (Culture Club)

*Events Chair Intern*

Sep. 2023 – Present

*University of California Santa Barbara*

- Shadow events chairs.
- Planned bi-weekly staff bonding events.
- Collaborate with cultural chairs to create presentations for general meetings.