Yunshan Feng

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Education

Simon Fraser University **Sep. 2025 – Dec. 2026 (Expected)**
Master of Visual Computing *Burnaby, BC*

Beijing Institute of Technology **Oct. 2020 – June 2024**
Bachelor of Science in Computer Science; GPA: 3.6/4.0 (87.8/100); 6× Merit Scholarships *Beijing, China*

Experience

Frontend Engineer **Jul. 2024 – Jul. 2025**
TP-Link *Shenzhen, China*

- Delivered Network Planning Platform ODC v1.0 release within 4-month timeline by leading agile development of 6+ core modules using Vue3, TypeScript and RESTful APIs with 100% completion rate.
- Achieved 91%+ bug fix rate with ZERO legacy bug regression in ODC v1.1 by refactoring 3 core modules using SOLID design principles for Vue component and implementing State Pattern in TypeScript to handle complex view transitions.
- Contributed to team infrastructure by developing reusable UI components based on open source UI framework and building Node.js scripts to automate i18n JSON file and SVG icon management.

Software Developer Intern **Apr. 2024 – Jun. 2024**
Du Xiaoman Technology *Beijing, China*

- Reduced manual approval process time by 60% for 30+ team members by building automated resource application workflows in OA system, using Vue2, JavaScript, and async-validator library for complex dynamic form validation.
- Followed established Git workflow including peer code review and merge protocols to maintain code quality and team collaboration standards.

Projects

InReAcTable | *D3.js, JavaScript, Python* | github.com/ReInAct **Oct. 2023 – May 2024**

- Built visual analytics agent system achieving 2X faster insight discovery and 30% story quality improvement through LLM-powered recommendations with structural/semantic filtering, D3.js radial tree visualization for prompting tracks and human-in-the-loop ReAct paradigm.
- Created insight extraction pipeline achieving 75% faster visualization generation by processing 3,000+ data patterns from tabular datasets through Python statistical algorithms and converting to Vega-Lite JSON specifications.
- Publication: ACM UIST 2025, **Acceptance Rate: 22.2% (210/946)**

CoInsight | *D3.js, VegaLite, JavaScript, Python* | github.com/InsightGraph **Jul. 2023 – Sep. 2023**

- Innovated interactive visualization achieving 1.5X quality and 2X efficiency improvements for 300+ hierarchical table insight exploration by integrating Vega-Lite graphics with D3.js force graph layouts, with edge bundling algorithms for nested graph structures.
- Publication: IEEE TVCG 2024, **Acceptance Rate: 11.5% (15/131)**

BITMiniCC Compiler | *Java, C, RISCV* **Oct. 2023**

- Implemented core components of a C compiler in Java, including lexical and syntax analyzer, grammar design, and generations of intermediate code & RISCV as object code

Technical Skills

Languages: C, C++, JavaScript, TypeScript, Python, Java, HTML5/CSS3, MySQL, Bash, RISCV, x86, LaTeX
Frameworks/Libraries: Vue.js, D3.js, Node.js, Sass, Tailwind CSS, Ant Design, Jest, PyTorch, Qt
Developer Tools: VS Code, Git, Linux, Docker, RESTful APIs, Nginx, Hadoop, MATLAB, Verilog

Leadership / Extracurricular

American Collegiate Mathematical Contest in Modeling - *2022* **Team Leader**
Solved optimal control equations using iterative differential methods in Python and MATLAB. *Honorable Mention (21%)*

Provincial Mathematical Modeling Challengm - *2022* **Team Leader**
Achieved 51.6% better solution in optimal grouping problem by combining greedy strategy with simulated annealing algorithm in Python. *Second Prize (Top 15%)*