

Arnold Jiang

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EDUCATION

Princeton University, Princeton, NJ

Expected May 2026

Bachelor of Science and Engineering in Computer Science

- Relevant Coursework: Data Structures & Algorithms, Programming Systems, Discrete Math, Computer Science Theory
- Awards: National Merit Finalist, Global Seal of Biliteracy in Mandarin Chinese, Questbridge National College Match Finalist
- GPA: 3.788/4.0

TECHNICAL SKILLS

Programming Languages: Proficient — Java, C, R, Python; Familiar — Javascript, HTML, CSS, React

Software/Libraries: Emacs, React, LaTeX, JSON, Git, Linux commands

EXPERIENCE

Amazon Advertising, New York, NY

May 2023 - Aug 2023

Software Development Engineering Intern

- Designed and developed an internal tool using ReactJS & Typescript that helped service the customers of the Brand Advertising Metrics (BAM) - API team.
- Worked with the BAM team to deliver brand advertising metrics to companies under sponsored brands on Amazon by helping companies find new customers using new-to-brand metrics

HackPrinceton, Princeton, NJ

Jan 2023 - Present

Partnerships Team Lead

- Collaborated with companies such as Google, Monster, etc., and alumni to raise over \$50,000 to fund our bi-annual hackathon.
- Organized hackathon workshops, coordinated event schedules, and partnered with businesses to set up mentorship programs with hackers.

Science Olympiad, Princeton, NJ

Aug 2022 - Aug 2023

Event Supervisor

- Directed the Princeton invitational event in Forestry for the 2022 - 2023 season.
- Curated and administered event materials in accordance with Science Olympiad national policy.

Bank of America, Cayce, SC

June 2022 - Aug 2022

Student Leader Intern

- Joint partnership through Bank of America Student Leaders program with Boys and Girls Club.
- Planned, implemented, facilitated, and supervised programs, activities, and events for students aged 4 - 13.

PROJECTS

Wordnet (Java)

Nov 2023

- Created a WordNet: a computational lexicon that maps semantic hierarchies between English language words, implemented by using a rooted directed acyclic graph to simulate synset-hypernym relationships
- Implemented a modified version of breadth-first search using hashmaps to implement functionality for measuring the semantic relatedness of two given words via finding the shortest common ancestor

Directory File Tree (C)

Mar 2023

- Worked with different tree data structures (Binary Directory Tree (BDT), Directory Tree (DT), and File Tree (FT)) to create three implementations of a file manager.
- Parsed through substantial amounts of pre-existing code to get up to speed on the codebase efficiently
- Addressed pre-existing bugs in BDT implementation, created an internal validation module for the DT implementation, and reassessed program design to program a FT interface.

Anagrams (Java)

Dec 2022

- Engineered a GUI that mimicked the Game Pigeon game Anagrams using the javax.swing library's JButton, JPanel, JFrame, and JLabel classes

ADDITIONAL SKILLS AND INTERESTS

Languages: Native Fluency in Chinese

Interests: Photography, videography, traveling, and finance