

**Anna Jiang**  
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## EDUCATION

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- **University of Bristol** Bristol, UK  
*MEng Computer Science* 2019 - 2023
  - **First Year:** Overall 80% (First-Class Honours)
- **Joint Institute of SJTU-University of Michigan** Shanghai, China  
*BSc Electrical and Computer Engineering* 2018 - 2019
  - **First Year:** GPA: 3.45/4.00, International Student Association: Committee, Engineering Team: Secretary
- **Queen Mary's College** Basingstoke, UK  
*A Levels* 2016 - 2018
  - **A\*A\*AAA\*:** Mathematics, Computer Science, Physics, Further Mathematics, EPQ
  - **Extracurriculars::** National Cipher Challenge: Team Captain, CERN International Competition: Researcher

## SKILLS

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**Coding Languages** \*\*\* Python, \*\*\* C, \* MATLAB, \* C++, \* C#, \* Java

**Technologies** \* Unity, \*\* Git, \*\* Gitlab, \* Github, \*\* Photoshop, \*\* Jupyter Notebook, \* Jira (Agile-Scrum)  
\*\*\* Comfortable, \*\* Familiar, \* Encountered

## EXPERIENCE

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- **Software Engineer Intern** Bristol, UK  
*FiveAI (Self driving car company)* Jul. 2020 - Sep. 2020
  - Implemented set of altair radar metric visualisations, including interactive point-in-time radar scans from car detectors, using company's custom framework
  - Analysed use of and utilised splines (interpolation function) as object trajectory representations of data from camera and radar sensors
  - Fused camera and radar spline experiment results (sensor fusion) and delivered findings in presentation
- **Treasurer + First Year Rep** Bristol, UK  
*University of Bristol Computer Science Society* Oct. 2019 - Now
  - Processed invoices, kept track of society finances and liaised with companies to promote the society and organise partnerships as treasurer
  - Produced promotional material, liaised with student body and provided assistance to committee as first year rep

## PROJECTS & COURSEWORK

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- **Encryption Escape Room RPG Game**  
*Unity, C#*
  - Created 2D top-down game with simple character animation, interactive environment and inventory system
  - Implemented intuitive frequency analysis and decryption (keyed Caesar, Vernam and brute force) GUI system as main game mechanic
- **Animated Traffic Lights Simulator**  
*MATLAB*
  - Produced animated simulation to model randomised car crashes dependent on user input (traffic light intervals, probability of running red light)
- **Directed Graphs**  
*C*
  - Modelled weighted directed graphs using custom data structures with unit testing

## ACHIEVEMENTS

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**University of Cambridge Summer School:** successfully completed

**Google Hashcode 2020:** Top 1/3rd in Qualification round

**Facebook UK & Ireland Virtual Hack 2020:** Selected to participate

**Boeing BrisHack 2020:** Won "Environmental" category

**LV=Insurance Datathon 2020:** Won "Most Innovative" category