Anna Jiang
Bristol, UK
Gr18578@bristol.ac.uk
+44 7555 803986
github.com/AnanasJI
linkedin.com/in/annajiangaj

Education

- **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

Coding Languages *** Python, ** C, * MATLAB , * C++
Technologies * Unity, ** Git, **Gitlab, ** Github, ** Photoshop, ** Jupyter Notebook, * Jira
*** Comfortable, ** Familiar, * Encountered

Experience

- **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

- **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, brute force) GUI system as main game mechanic
- **Concurrent Game of Life Simulation**
  Golang
  - Split up state of simulation to be processed in parallel by a variable number of workers and allow simple user commands (pause, quit, record current state).
- **Directed Graphs**
  C
  - Modelled weighted directed graphs using custom data structures with unit testing

Achievements

University of Cambridge Summer School: successfully completed
Google Hashcode 2021: Top 30% in Qualification round
Facebook UK & Ireland Virtual Hack 2020: Selected to participate
LV=Insurance Datathon 2020: Won "Most Innovative" category
CSSxEWB Gamejam 2020: 2nd Place