

Anna Jiang
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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++, * C#, * Java

Technologies * Unity, ** Git, ** Gitlab, * Github, ** Photoshop, ** Jupyter Notebook, * Jira (Agile-Scrum)
*** 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** Oct. 2019 - Now
University of Bristol Computer Science Society
 - 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 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

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