ANDREW JANG

FRONT-END DEVELOPER

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EXPERIENCE

Underwater Remotely Operated Vehicles team at UW, Vice President / Software Lead (Jan 2019 – July 2022)

- Designed the architecture of User Interface and took part in designing the full software system for the Robot with ROS.
- Managed a team of engineers in the development of a front-end application.
- Participated in the MATE international competition as a team and placed 2 nd in 2022.
- Worked on side projects related to machine learning to compete in ML competitions.

PROJECTS

DARPA Machine Learning Challenge: 2021

- Led team of two to design and train an MDN/LSTM model as a submission to DARPA's 2021 Forecasting Floats in Turbulence challenge.
- Machine learning model built from Python using the Pytorch library to predict the trajectory of floating objects in the ocean.

UWROV GUI: 2020 – 2021

- Led a team of five to develop a graphical user interface for an underwater remotely operated vehicle in Reactjs, SocketIO, and Python flask.
- Trained new members in the basics of web development and SocketIO.

Park Accessibility in Seattle, WA and Vancouver, BC: 2022

- Worked with a team of three to analyze the accessibility of parks within the city of Seattle, WA and Vancouver, BC.
- Used ArcGIS to run spatial analysis tools and determine the practicality and safety of access to parks in the cities.

Physics engines: 2018 – 2021

- Built multiple iterations of a rigid-body physics engine in Java and JavaScript to resolve collisions between objects.
- Used spatial hashing to optimize performs for broad-phase collision detection.

EDUCATION

University of Washington, June 2022
B.A. in Geography: Data Science
Minor in Applied Mathematics
GPA: 3.53

REFERENCES

Available upon request

SKILLS

- Java, JavaScript
- HTML/CSS,
- Python
- SocketIO
- React
- NodeJS
- Swing
- Android SDK
- ROS
- ArcGIS/QGIS
- Leaflet.js
- Turf.js
- Machine Learning
- Project Design / Management