Eileen Jiang

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Education:

Bachelor of Computer Science at Carnegie Mellon University – Pittsburgh, PA | May 2017
Minor: Human-Computer Interaction | QPA: 3.02/4.00

Relevant Courses:

15-418: Parallel Computer Architecture & Programming
15-411: Compiler Design
15-451: Algorithm Design and Analysis
15-214: Principles of Software Construction
15-210: Parallel and Sequential Data Structures & Algorithms
05-391: Designing Human-Centered Software

Technologies:

Python, C/C++, Java, OCaml / Standard ML, Processing, HTML/CSS

Experience:

Facebook Inc. – Software Engineering Internship — Summer 2016

- Worked at MPK Facebook on Real Time Infrastructure
- Improved push notification performance for Messenger and FB
- Technologies Used: Java, C++, PHP

Parallel SAT Solver For 15-418: Parallel Comp Arch — Spring 2016

- Created an efficient k-SAT solver based off the DPLL algorithm
- Parallelized and optimized binary decision tree to achieve a 4-5x speedup
- Technologies Used: C++

C0 Compiler For 15-411: Compiler Design — Fall 2015

- Designed and implemented an optimizing compiler from C0 to x86-64 Assembly, optionally targeting the LLVM backend
- Technologies Used: OCaml, ocamlyacc

Cloud Raxak – Software Engineering Internship — Summer 2015

- Worked at a cloud security startup to develop a management console that flagged keys and VMs in a Redis database that didn't adhere to a specific model
- Created an editor that allowed users to create personalized security profiles with rules and custom parameters for each rule
- Technologies Used: Python, AWS, Gunicorn, Redis

Teaching Assistant for School of Computer Science — Spring 2014-present

- Courses taught:
  - 15-110: Principles of Computing
  - 15-122: Principles of Imperative Computation
  - 15-112: Fundamentals of Programming and Computer Science
- Introduced programming and computer science concepts to 1600+ students through office hours, recitations, grading, group sessions, and one-on-one help

PennApps X Hackathon — Sept 2014

- Created BeatStreet, a music synthesizer that coordinates with the user's body to produce beats, specifically detecting different patterns in the user's feet, arms, and hands
- Utilizes the Myo API, Arduinos, pressure sensors, and accelerometers
- Technologies Used: Myo, C++