Haoyan (Max) Jiang

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PROFESSIONAL PROFILE

Knowledgeable in computer science and statistics with emphasis on data science, statistical analysis, computer algorisms and software development, with a strong foundation in math, logic and cross-platform coding. Personable and engaging communicator, fast learner, dedicated analyst and collaborator.

EXPERIENCE

Software Developer & 3D Modeling

04/2019 – 09/2019

University of Toronto, Interactive Media Lab

- Driving Simulation Game for Elder People; Engine building, game logic and modeling of real-time driving experiences on web-serving applications using Babylon.js
- Building and importing 3D models for famous scenic views in the world using Blender
- Data collection and analysis with MongoDB, using learning algorism to analyze player's brain functionality
- Working with elder people in medical institutes to improve game design and game play experiences

Full Stack Developer

05/2019 – 09/2019

University of Toronto

- Managing back-end performance, administration and data collections using MongoDB
- Responsive web design, exposure to React.js implementation, Node.js
- Interactive dashboard design and data representation for future researches

PROJECTS

Machine Learning projects

08/2019 - Present

- Using python with Scikit learn, Numpy and visual presentation tools to solve real-life machine learning problems
- Machine learning program distinguish between fake news and real news using entropy/Gini decision tree classifier
- Linear regression training datasets with K-fold cross-validation; Penalized logistic regression
- Neural Network for multiclassification on facial expressions, SVM

Android Game Center Application

09/2018 – 12/2018

- Android App compatible of multiple highly customizable games and throughout Junit testing
- Cooperating SQLite database and multiple design patterns such as factory and strategy design patterns
- Dynamic UI Material design, action bar and fragments

Web Scrapping and Automating for company business review

02/2018 – Present

- Web scrapping and auto-testing (Python/Pandas, Java, Angular) to collect data from multiple companies
- Building statistical models such as linear regression and time series to make professional financial investments and business decisions

EDUCATION & CREDENTIALS

BSc in Computer Science & Statistics

Graduation: Expected July 2020

University of Toronto St.George Campus

CGPA: 3.65

Programming Languages: C/C++, Python, Java/Android, JavaScript, R, MATLAB, HTML/CSS, Racket, Haskell

Operating System: Linux/Unix, Windows

Database Management: SQL, MongoDB, Django