

# Evan Jiang

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## Education

### University at Buffalo, The State University of New York

Buffalo, NY

Bachelor of Science in Computer Science

Expected May 2025

- Honors: Excelsior Scholarship, Dean's List, Best Domain Name Award
- Relevant Courses: Software Engineering, Algorithms and Complexity, Web Development, UNIX Systems Administration, Intro to Artificial Intelligence, Project Management, Functional Programming

## Experience

### Teaching Assistant

Aug 2023 – Present

School of Engineering and Applied Sciences - University at Buffalo

Buffalo, NY

- Instructed 500+ students in Java Programming, Data Structures and Discrete Mathematics ensuring proficiency in DSA fundamentals and logical thinking skills.
- Conducted 4 weekly office hours and 2+ recitations, resolving over 20+ queries on lecture concepts and coding assignments.
- Reviewed and provided feedback to over 100+ assignments per semester to enhance student understanding of material.

### Project Manager Intern

Aug 2024 – Dec 2024

University at Buffalo

Buffalo, NY

- Led two teams of five developers through Agile sprints, ensuring 100% task completion through structured roadmap planning and iterative feedback cycles.
- Utilized Trello and PMTool for sprint planning and issue tracking and weekly performance reviews reducing task resolution time by 20%.

### Software Developer Intern

Jan 2024 – May 2024

UBD

Remote

- Implemented RESTful APIs to integrate secure login systems, ensuring data encryption utilizing salting & Base-64 hashing techniques and mitigating risks of SQL Injection & XSS Attacks.
- Led Agile Scrum activities, including sprint planning in order to improve team efficiency by 15% and ensuring on-time feature delivery.

### Software Engineer - Research Assistant (Manufacturing Metaverse)

Sept 2023 - Dec 2023

Department of Computer Science and Engineering - University at Buffalo

Buffalo, NY

- Researched and designed an interactive VR/AR industrial training solution using Unity and C#, reducing employee training costs by \$1000+ per person while improving safety compliance.
- Presented project outcomes at University-Wide CS Demo Day, competing against 100+ projects and receiving positive faculty interactions.

## Projects

### Basketball Reinforced Learning Model | Python

- Designed and developed a reinforced learning model using Ridge Regression and Random Forest Tree Models to predict NBA MVP candidates based on historical performance trends.
- Utilized Selenium and BeautifulSoup to scrape relevant player stats over 5+ seasons, storing them for real time predictions.
- Initiated a visualization dashboard with Matplotlib and Plotly, displaying season over season MVP predictions.

### Client Scheduling Web Application | PHP, MySQL, React, Tailwind CSS

- Engineered a Small Business Client Scheduling and Organizing Web Application with over 100+ concurrent users.
- Mitigated security risks by 20% by integrating multi-factor authentication and encrypting sensitive client data.

### DevIt | Python, JavaScript, HTML/CSS, Flask, MongoDB, Docker

- Collaborated on a Social Media platform tailored for Software Developers with 100+ users in the first month.
- Optimized database operations using MongoDB, with a 20% increase in query efficiency and speed.

## Technical Skills

**Languages:** Python, Scala, Java, JavaScript, C/C#, HTML/CSS

**Developer Tools:** React, Tailwind CSS, UNIX, Github, Blender, Unity, Docker, MongoDB, MySQL, Git, Flask

**Project Management:** Trello, Agile Development, Design Review