

Jarnin Fang

jarninfang@gmail.com

(408) 838 - 8064

<https://jarninfang.github.io>

UC San Diego – Computer Science B.S
Graduation: June 2018

Experience

ServiceNow – *Quality Engineering Intern (Java, Javascript)*

April 2017 – Present

- Responsible for making sure each product release is up to standard through regression tests, smoke tests, and automated tests
- Wrote JUnit automated tests to test the Java backend engine of the platform and to ensure that no regression bugs were created.
- Implemented Selenium web driver tests into Jenkins CI pipeline to automate user interface testing
- Worked with developers to assess documented bugs in the platform and test intended functionality

SalonFrontDesk – *Full Stack Javascript Intern (Javascript)*

September 2016 – December 2016

- Designed and implemented the User Interface/User Experience of a salon booking website using Material Design (Utilized: Pug, Angular JS, Angular Material)
- Implemented user authentication using NodeJS and Express library on the backend

PrecisePK – *Mobile Application Developer Intern (C++, QML)*

January 2016 – August 2016

- Worked on designing and implementing mobile version of pharmaceutical desktop application using C++ (Qt Creator API)
- Designed and implemented a fluid and efficient user interface and connected it to the backend C++ codebase

Skills

Languages

Proficient: Java, Javascript, C, C++, HTML, CSS

Prior Experience: Python, SQL

Relevant Coursework

CSE 100 - Advanced Data Structures
CSE 158 - Recommender Systems and Web Mining
CSE 132A - Database System Principles
CSE 112 - Advanced Software Engineering
CSE 101 - Design and Analysis of Algorithms
CSE 120 - Computer Operating Systems

Technologies

MongoDB, Express, Node.js, Bootstrap, Pug
MySQL, sqlite3, SQLite database, Firebase
Android Software Development Kit, Espresso testing,
Automated Testing with JUnit, Selenium WebDriver
Agile Development (sprints, Jira, Confluence, Git workflow)

Projects

Stinder – *Mobile Application Developer (Android SDK, Java, XML, Firebase)*

January 2016 – March 2016 (Course Project)

- Android mobile study buddy app with similar UI as Tinder for course project
- Used Android SDK for the front end with responsive design (Java, XML)
- Implemented Firebase backend that stored user data and handled user authentication
- Espresso and JUnit for unit testing and scenario testing user stories

Bounded – *Developer (Java)*

June 2015 – October 2015 (Personal Project)

- Physics-centered Android game on the Google Play Store with 1,000+ downloads
- Developed using LibGDX (cross-platform game library) and Android Studio IDE (Java) with Gimp for graphics design
- Developed using git version control, game-state design patterns for the flow of the game, object oriented design patterns (Singleton, factory method, builder) to build an extensible and efficient code base