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*
April 2017 – Present

- Wrote JUnit automated tests to test the Java backend engine of the platform and that no regression bugs were created.
- Implemented automated Selenium web driver tests to ensure error free user interface
- Worked with developers to debug documented bugs in the platform

SalonFrontDesk – *Full Stack Javascript Intern*
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*
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

Technologies

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

Projects

Stinder – *Mobile Application Developer*

- 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*

- Android game on the Google Play Store with 1,000+ downloads
- Developed using LibGDX (cross-platform game library) and Android Studio IDE (Java)
- Developed using git version control, game-state design patterns, object oriented design patterns (Singleton, factory method, builder)