Jiang Nan

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LinkedIn|Portfolio website |Github

Education

Nanyang Technological University, Singapore   *Aug 2017 – Dec 2020(expected)*
Accelerated B.E. in Computer Science
- Cum. GPA: 4.77/5.0 (expected First Class Honours)
- Specializations: Data Science & Analytics, Artificial Intelligence
- Relevant modules (A/A+): Algorithms, Object Oriented Design & programming [Java, C++], Data Structures [C], Introduction to Databases [SQL, XML], Operating Systems [Unix]
- Electives: Business Finance, Marketing for the 21st Century, Mathematics in Real-life Applications

Skills

- **Languages:** Swift · Java · Python · JavaScript · C# · C/C++ · Objective-C · SQL · GraphQL · HTML · CSS
- **Tools & Frameworks:** XCode · Android Studio · Unity · Git · Jenkins · Postman · React · Django
- **Languages**: English (Proficient), Mandarin (Native)

Work Experience

PayPal Pte Ltd   *Aug 2019 – Jan 2020*
Software Developer Intern in Consumer Financial Services (CFS) Team
- Quickly adapted to Agile environment and picked up various programming languages and tools, including Swift, XCode, Java, Android Studio, Git etc.
- Maintained, improved, implemented, and tested PayPal Mobile App features to improve consumer experience in financial services including virtual card and unified payment, deposits and withdrawals, finance planning etc.
- Built reusable and configurable UI components [Video Demo] with user-friendly APIs for PayPal iOS App, in strict compliance with design specifications; strengthened and streamlined internal processes and workflows.
- Documented eligibility rules and inter-module communications of team-owned features to facilitate the understanding of the system design and workflow for the project division.

Technical Projects

Final Year Project [C#]   *May 2020 — Present*
Title: Interactive Storytelling Game, "The Ultimate Immune Warrior in Covid-19"
- Developing an applied game on the immune system's fight against the novel coronavirus with inbuilt educational content, using Unity and C#
- Aim to promote digital transformation in education through the use of game-based learning.

Multi-Disciplinary Project [Python|Video Demo]   *Jan 2020 — May 2020*
Title & role(s): Maze Solving Robot, Algorithm & Frontend Developer
- Developed and implemented an efficient maze-solving algorithm with the ability to 1) map and traverse arena, and 2) capture and locate images with minimal time and turning costs in Python.
- Built a real-time desktop simulator app for the robotic system using Python and TkInter. [Video Demo]
- Designed efficient communication protocols and successfully integrated with other subsystems.

Mobile Application Hackathon [Swift|Video Demo]   *Nov 2019 – Jan 2020*
Title and role(s): "Smart Plan", iOS & Integration Engineer
- Developed 2 smart features for the PayPal Mobile App which helps consumers manage their finances.
- Designed and implemented iOS user interface and integrated subsystems in Swift.
- Finalist for PayPal Global Consumer Hackathon 2019.

Web Application [JavaScript|Video Demo]   *Jan 2019 — May 2019*
Title and role(s): Crisis Management System, Team leader & Frontend Developer
- Implemented an incident map with adjustable content real-time updates, using Django framework, JavaScript, RESTful APIs.
- Guided team development efforts towards successful project delivery within an8-person team.
- Designed and documented the software system; maintained high standards of software quality within the team.

Java Console Application [Java]   *Sept 2018 — Nov 2018*
Title and role(s): Course Registration & Mark Entry System, Lead Developer
- Designed and implemented a Java application that automated course registration, mark entry and grade calculation processes **for** the university.