

# Geoffrey Jiang

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## Technical Skills

**Languages:** JavaScript, Java, Python, C, C++, C#, R, Racket, Assembly, Bash, SQL

**Frontend Development:** React, Next.js, Vite, HTML/CSS, TailwindCSS, Three.js, WebGL, jQuery, Zustand, Redux

**Backend:** Node.js, Express.js, JavaScript, Django, Redis, REST API, Spring Boot

**Databases & APIs:** SQLite, PostgreSQL, MongoDB, OpenAI API, GuardianAPI, NewsAPI, TradingView API

**Developer Tools & Other:** Git, Docker, Vercel, Figma, Pandas, Conda, Matplotlib, NumPy, scikit-learn, Unity, Render

## Personal Technical Projects

**Trading Strategy Back Testing Platform** | React, Next.js, TradingView API

March 2025 - Present

- **Leading frontend development** for a financial web platform that enables traders to backtest customized trading strategies against historical market data
- Implementing advanced data visualization using **TradingView Lightweight Charts API** to display strategy performance, market trends, and essential financial indicators
- Designed intuitive UI interfaces that allows traders to customize parameters for various trading algorithms including MACD, pairs trading, portfolio rebalancing, and resistance breakout
- Collaborating closely with backend engineers to ensure seamless integration of complex financial calculations and historical market data APIs.

**kNews Full Stack Web Application** | React, Next.js, Django, OpenAI API, Docker, Vercel, Render

February 2025

- Designed and developed an end-to-end AI-powered news aggregation platform to provide users with a concise and categorized summary of current events fetched from the Guardian API.
- Built a scalable REST API using **Django REST Framework**, integrating **Redis caching** to reduce redundant API calls and improve successive request speeds from **~10s to ~200ms**.
- Implemented AI-powered summarization via OpenAI API, using prompt engineering techniques to generate concise, informative summaries with an **accuracy rate of ~95%** in capturing key information.
- Containerized the application with **Docker** and deployed the backend on **Render**, leveraging automated container orchestration for scalable and self-managed hosting, and eliminating manual server maintenance.
- Developed an interactive and intuitive frontend using Next.js, React, Framer Motion, Tailwind CSS, and component libraries, to enhance user readability and experience.

**Croak Quest - nwHacks 2025** | Unity, LeapMotion, C#

January 2025

- Developed and led the creation of an **award-winning 2D platformer game** that teaches American Sign Language (ASL) through real-time hand gesture recognition, selected as **Best Beginner Project** out of **700+ participants**.
- Engineered the hand-tracking and gesture recognition system using Leap Motion, enabling players to control their character exclusively through hand motions, integrating education with motor skills and hand-eye coordination.
- Led debugging efforts while designing and implementing immersive sound and level mechanics to create an engaging learning experience while overcoming key challenges such as version control conflicts and hardware integration.

**WellSpring - nw HackCamp 2024** | React, Next.js, NewsAPI, Figma

November 2024

- Led 4-person frontend development team of a student wellness platform using Next.js and React, placing as a **finalist** and winning recognition for **Most Accessible Design** out of **250 participants**.
- Designed and implemented responsive UI/UX through Figma wireframes and integrated News API to create dynamic content feed of wellness resources, implementing efficient data fetching and error handling.

## Work Experience

**Line Cook** | Kokoro Tokyo Mazesoba

June 2023 – October 2023

- Executed high-volume food preparation and service in a fast-paced, high-pressure kitchen environment, ensuring consistency and quality across all dishes during peak hours.
- Optimized workflow efficiency and adapted to team challenges, reducing prep time and improving service speed.

## Education

**University of British Columbia - Vancouver BC**

Bachelor of Science – Major in Computer Science

Expected graduation: May 2027

- 4.2/4.33 GPA (88%)