

# MELISSA JIANG

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## EDUCATION

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### Northeastern University

May 2025

*Bachelor of Computer Engineering & Computer Science, GPA 3.55*

**Relevant Coursework:** Object-Oriented Design, Computer Systems, Discrete Structures, Embedded Design, Fundamentals of Networks, Cornerstone 2, Linear Algebra & Differential Equations, Probability and Statistics, Physics 2

**Extracurricular:** Northeastern Powerlifting Club, Northeastern Women in Technology

## SKILLS

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**Electronics:** Arduino, SolidWorks, AutoCAD, DE1-SoC Board

**Programming:** Java, C++, Python, HTML/CSS

**Developer Tools:** Visual Studio, Visual Studio Code, Eclipse, PyCharm, CLion, GNU/Linux Terminal, Vim

**Other:** Fluent in Mandarin, Microsoft Teams, Slack, Microsoft Office Suite

## WORK EXPERIENCE

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### Software Test Engineer Co-op

January 2022 - August 2022

- Worked along side developers on the Discovery Customization team to interactively test features, create automated tests in Python to maintain future functionality, and submit bug reports to Azure Devops
- Created a tool requested by NVIDIA using batch scripting and Python to benchmark different graphics cards and how they performed with Discovery projects
  - Researched an effective way to measure GPU functionality for data generation, along with including functionality for optional command line flags to retrieve additional data
  - Remote accessed 7 machines with different graphics cards to run tool and collect data
  - Tool sent to NVIDIA to test future graphics cards with Discovery product
- Setup validation methods in C# for future software testers to use when creating automated tests

### Mathnasium Instructor

April 2021 - December 2021

- Instructing students one-on-one with a personal curriculum to improve knowledge of math concepts
- Work alongside a team of instructors to improve individual student success
- Maintaining close communication with Center Director about potential improvements and updates on student performance

## PROJECTS

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### Portfolio Website — VS Code, HTML, CSS, Bootstrap

September 2022

- Created a mobile-responsive static web-page showcasing my skills and projects using HTML/CSS and Bootstrap

### Space Invader Game — Eclipse, Java

October 2021

- Developed a recreation of the space invader game using Java's funworld library for graphics
- Implemented generic types in methods and interfaces for re-usability and future modifiable
- Handled game functionality by implementing event driven keybinds into code
- used various data structures to develop its core features

### The Garden — Arduino, SolidWorks, 3D Printer, C++

December 2020

- Built a Rube Goldberg Machine to water plants with a team of four
- Implemented input control using buttons on an LCD display for user to specify the number of plants to water
- Used Arduinos to build the machine's parts and control servo motors for the watering mechanism
- Worked with SolidWorks to develop a 3D model of the machine
- 3D printed parts to attach to servo motors