Chengyi Jiang

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EDUCATION

Cornell University **Ithaca, NY**

Master of Engnieering in Computer Science *Aug. 2024 - May 2025*

Syracuse University **Syracuse, NY**

Bachelor of Science in Computer Science *Aug. 2020 - Dec. 2023*

- GPA:3.905 /4.000, SUMMA CUM LAUDE **(**Dean's List for each semester**)**

WORK EXPERIENCE

Deloitte Touche Tohmatsu Limited **Chongqing, CN**

Intern of iBond Department *Jun. 2023 - Jul. 2023*

- Tested and validated modeling platforms, ensuring 95%+ accuracy of computed scores from large datasets.
- Identified and resolved discrepancies through in-depth analysis.
- Automated data processing using Python (Pandas) and Excel, improving efficiency and accuracy.
- Collaborated with cross-functional teams to address technical issues and ensure platform performance.

PUBLICATION

- **Chengyi Jiang** (2023). The Application of Artificial Intelligence in Board Games, *Applied and Computational Engineering*, 4, 383-386.

PROFESSIONAL PROJECT

MedSimAI Project *Jan. 2025 - May 2025*

- Worked with the team to analyze the existing MedSimAI platform and enhance its functionality. Primarily focused on front-end development in React, integrating new features, improving user experience, and ensuring seamless collaboration via GitHub for version control and code reviews. Demonstrated proficiency in understanding the system's existing architecture while contributing to its continuous improvement.

SplitSmart (UI/UX Design with Figma) *Sep. 2024 - Nov. 2024*

- Worked with the team to develop an interactive prototype in Figma for a collaborative expense-sharing application, aiming to simplify bill splitting and enhance the overall user experience.

The Application of Artificial Intelligence in Board Games *Jul. 2022 - Aug. 2023*

- Investigated how algorithms are used to create artificial intelligence in four different board games, including tic-tac-toe, gobang, go game, and chess research
- Compared some existing techniques and analyzed the advantages and disadvantages of various algorithms, and finally concluded the best application for particular algorithms

3D Graphic Design Project *May 2023*

- Created 3D graphics for the dormitory scene using OpenGL and C++; added a variety of dynamic and static functions such as different walls and animations for toilets and showers; applied grass and images to the ground and computer screen to refine the textures
- Realized the conversion from 2D to 3D graphics using Depth; implemented interactive functions through mouse positioning, color picking, and blind color picking

VR Maze Game Design Project *May 2023*

- Designed a VR maze game using Unity 3D and VR game development techniques; finished the game interface design by creating walls and colliders; added functions including restart, controller settings, and gun shooting

SKILLS

Programming Languages: Python, Java, SQL, C, C++, Assembly, Racket, Haskell, TypeScript, JavaScript,

Tools & Frameworks: Visual Studio Code, OpenGL, Xcode, Eclipse, Unity, WebStorm, React, Figma

Data Analysis & Machine Learning: Pandas, NumPy

Others: Linux, Github, *Music basic skills: Piano, Drum Kit*