

Howard Jiang

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Summary

Friendly, outgoing, and charismatic personality well suited for new situations and environments. Able to document solutions through code and charts. Meticulous worker; attentive to quality and detail.

Education

Hunter College CUNY

August 2016 – Present

- Computer Science major, Media minor
- Expected graduation: May 2020

Brooklyn Technical High School

Brooklyn, NY, September 2012 - June 2016

- Concentration in Software Engineering, high school diploma.
- Member of Brooklyn Technical High School's H.O.P.E. and Outreach clubs; volunteered for community service events hosted by the clubs.

Experiences

Officer/League of Legends Manager at EGDC

Manhattan, NY, September 2018 – Present

- Advertise, coordinate, and host Esports/Game design-based workshops; managing prizeing.
- Advertising/assisting with coordinating a CUNY wide Esports/Game design event called Waffle Games.
- Attend weekly Esports/Eboard meetings to make sure the club is running smoothly.
- Coordinator/Coach for ¾ Hunter College LoL teams, organizing scrimms, data, tournaments, etc.

Game Design Program Fellowship at EGDC

Manhattan, NY, September 2018 – Present

- Attend trips to game design events such as Global Game Jam, Hackathons, Babycastles.
- Coding a game as a collective: Old school horror-based escape the room game in JavaScript.

Work Experience

Classy Jewelry Wholesale Inc./Divine Link

Manhattan, NY, September 2015 – Present

- Manage and maintain stock of over 1,000 items.
- Prepare products for purchase.
- Greet every customer and ask if they need any assistance.
- Assist customers with product knowledge and pricing.
- Help customers make selections by offering suggestions and opinions when needed.
- Build and process customer invoices that total over \$500 daily.

Skills

- Easily adapts to new situations and environments.
- Highly responsible and reliable.
- Works well under pressure.
- Extensive hospitality background.
- Conversational in Mandarin and Wenzhounese.
- Programming/languages: C++, Python, HTML, CSS, JavaScript, Unity.

References

References available upon request.