

# YI JIANG

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## EDUCATION

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### University of Nevada, Reno

Aug 2018 – Dec 2021

Bachelor of Science

- Major: Computer Science and Engineering
- Minors: Mathematics, Digital Interactive Games
- Cumulative GPA: 3.8/4.0

## EXPERIENCE

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### Graphic Designer

May 2022

SingSingSign

- Designed visual content for customers and their events
- Used Adobe Illustrator and Photoshop to create proofs and final designs
- Redesigned cards, advertisements, menus from low-quality resources given by customers
- Helped customers understand what exactly they are looking for and need to print

### Real Estate Clerk Assistant

Jan 2021 – May 2022

Realty ONE Group

- Organized forms and filed records to ensure consistency and accurate tracking, reducing the time to find documents quickly
- Utilized Excel spreadsheet reports to organize and categorize data, increasing streamline accuracy of calculations
- Matched bank transactions and events to Quicken by following accounting principles, pinpointing errors, and deducing possibilities of money loss

### Mathematics Grader/TA

Sep 2021 – Dec 2021

University of Nevada, Reno

- Gave feedback on the breakdown of points relating to the specific student, increasing their incentive to show work on their next quizzes
- Achieved an increase in student grades with an average of 8% for 4 classes
- Worked with professors and attended one-on-one lessons with students, improving their understanding of the quiz material

### Undergraduate BioSoRo Researcher

Jun 2021 – Aug 2021

University of Nevada, Reno

- Conducted daily research for 8 hours a week and bi-weekly presentations to manage progress of experimentation
- Worked closely with mentors to strengthen understanding of topic and use proper research resources available, expanding the architecture of electrical circuit wiring for project
- Connected sensors and data communication with code for 16 inputs from joints of a single hand, modeling from 9,600 samples to find a linear fit for gesture detection
- Developed a prototype utilizing multiple software programs and implemented a representative 3D interface, increasing the recognition of gesture input

## LANGUAGES

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### Technical

- C/C#C++
- HTML/CSS
- Java
- JavaScript
- Python
- PHP
- SQL

### Foreign

- American English
- Cantonese Chinese
- Mandarin Chinese

## SKILLS

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### Graphics

- Sketching, Illustration, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, GIMP

### 3D modeling

- SketchUp, Blender, Autodesk Maya

### Web development

- Ajax, React, jQuery, Express, NodeJS, MySQL, SQL Server

### Game development

- Unity Engine, Unreal Engine

### Platforms

- Windows, Microsoft Office, Google Drive/Docs

## INTERESTS

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Programming | Game design & development | Web design & development | Database design | UI design | 3D modeling | Illustration