

ANDREW MICKAEL JIANG

CODE + DESIGN / LA

andrewji@usc.edu
github.com/ninjiangstar
andrewjiang.com

C++
NODE.JS
HTML + CSS
JAVASCRIPT
PHP
JAVA
MYSQL
MEAN STACK

PHOTOSHOP
ILLUSTRATOR
INDESIGN
AFTER EFFECTS
PREMIER
MAYA 3D
GARAGE BAND

PROJECTS

HackSchedule

Programmed algorithm to automate course registration.

HackSC 2015.

PHP, MYSQL, HTML, NODE.JS

Uniclubs.co

Developed platform for .edu students to search for clubs based on interests.

PHP, MYSQL, HTML, NODE.JS

LED Biometric T-Shirt

Programmed Arduino to convert biometric data into visual patterns.

C++, ARDUINO, ART

Apps for Physical Therapy

Developed platform for USC PT dept to share and rate useful medical apps.

PHP, MYSQL, HTML

HONORS

1000 Pitches Winner

SPARK SC, \$1000

AP Scholar with Distinction

THE COLLEGE BOARD

EXPERIENCE

Branding Designer

1000 Pitches, Design Nights, Spark SC LOS ANGELES, CA

Developed range of targeted marketing strategies to increase participation from underrepresented student groups. Taught Adobe Photoshop and design.

Project Lead, Designer

Pinpoint, Lavalab LOS ANGELES, CA

Designed mockups for iOS prototype and designed ui/ux ontology to organize location data. Lead group through ideation and demo/pitching.

Editor of Design

Legend SAN JOSE, CA

Directed creativity for 240-pg publication, bringing insight from web design into editorial design. taught Adobe Photoshop/Illustrator and design to a team of 30.

Web Designer

Paradata SAN JOSE, CA

Designed and built corporate website. Re-imagined the user experience for navigating large databases, designed for cross-platform and modular support.

Mobile Design Intern

Mobifusion SUNNYVALE, CA

Designed reading interfaces for mobile e-book apps. Performed cross-platform compatibility testing. Designed quizzing interface for textbook API.

EDUCATION

B.A. Computer Science (Games), Minor in Cinema — 4.0

University of Southern California LOS ANGELES, CA

- Design Fundamentals

- 3-D Animation

- Interactive Entertainment

- Data Structures & Object Oriented Design

- Discrete Methods in Computer Science

- Linear Algebra & Differential Equations

I am a developer and a designer. My goal is to strengthen the connection between computer science and creativity in both my work and my community. I'm also interested in exploring virtual/augmented reality and other emerging media.