ANDREW MICKAEL JIANG

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Andrew is a student developer and designer looking for internships and opportunities in software engineering and product design.

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

PHOTOSHOP
ILLUSTRATOR
INDESIGN
AFTER EFFECTS
PREMIER
MAYA 3D
GARAGE BAND
EDITORIAL
3D PRINTING

PROJECTS

Gitcured.com (treehacks)
Developed health hack platform with full-stack JS.
NODE.JS, SOCKET.IO, MONGODB

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 PT
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

Dean's List
VITERBI ENGR, USC

EXPERIENCE

FEB 2016 to PRESENT

Developer and Product Designer
Read Coffee (Lavalab)   LOS ANGELES, CA

Conceptualized personalized and UI-less chat-based user experiences for managing general content curation. Designed wireframes, developed web platform using node.js as well as chatbot scripts for Telegram, Twilio, Slack...

AUG 2015 to PRESENT

Developer and Branding Designer
Spark SC / USC Hackers, Dev Team, 1KP   LOS ANGELES, CA

Designed targeted marketing strategies to increase participation in entreprenurial events of underrepresented groups at USC. Reworking brand designs for hacker community. Developing APIs and sites geared for growth of organization.

AUG 2015 to PRESENT

Project Lead, Product 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.

AUG 2013 to JUN 2015

Editor of Design
Legend   SAN JOSE, CA

Directed creativity for 240-pg publication, brought insight from web design into editorial. Taught Adobe Photoshop/llustrator and design concepts to a team of 30. Designed theme concepts, templates, dividers, pages, type and color.

SUMMER 2014

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.

SUMMER 2013

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

AUG 2015 to PRESENT

B.A. Computer Science (Games), Minor in Animation — 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*