

ANDREW MICKAEL JIANG

CODE + DESIGN / LA

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github.com/ninjiangstar
andrewjiang.com

HTML / CSS / JAVASCRIPT / PHP / JAVA
C++ / NODEJS / MYSQL / IOS / PHOTOSHOP
ILLUSTRATOR / INDESIGN / AFTER EFFECTS
PREMIER / MAYA 3D / GARAGE BAND

PROJECTS

HackSchedule / PRESENT

Programmed algorithm to automate course registration. HackSC 2015.

PHP / MYSQL / HTML / NODE.JS

Uniclubs.co / PRESENT

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

PHP / MYSQL / HTML / NODE.JS

LED Biometric T-Shirt / NOV 2015

Programmed Arduino to convert biometric data into visual patterns.

C++ / ARDUINO / ART

Apps for Physical Therapy / 2012

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

PHP / MYSQL / HTML

SERVICE

Joint Educational Program / 2015

Volunteered at elementary schools near USC to empower young students.

AWARDS

1000 Pitches Winner / DEC 2015

SPARK SC, \$1000

AP Scholar with Distinction / 2015

THE COLLEGE BOARD

EXPERIENCE

Branding Designer, Committee Member

AUG 2015 — PRESENT

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, Design

AUG 2015 — PRESENT

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

AUG 2013 — JUNE 2015

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

SUMMER 2014

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 Internship

SUMMER 2013

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), Cinema

AUG 2015 — PRESENT

University of Southern California

LOS ANGELES, CA

- Design Fundamentals

- Data Structures & Object Oriented Design

- 3-D Animation

- Discrete Methods in Computer Science

- Interactive Entertainment

- Linear Algebra & Differential Equations

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 emerging media.