

Aaron Jiang

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Objective: Seeking software engineering co-op/internship for summer and fall of 2020.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

B.S. IN SOFTWARE ENGINEERING
HONORS PROGRAM
2018 - 2022

COURSEWORK

UNDERGRADUATE

Analysis of Algorithm
CS for AP Students (Java, Python)
Engineering of Software Subsystems
Human Centered Req & Design
Intro to Software Engineering
Intro to CS Theory
Math Models of Software
Mechanics of Programming (C)
Personal Software Engineering
Software Process and Management

SKILLS

PROGRAMMING

Java
C
Python
C++
HTML
CSS
JavaScript

FRAMEWORKS/TOOLS

Vim
Git /Github
Android Studio
Mockito
Unity
Object Oriented Programming
Agile/Scrum
Pycharm
MongoDB

SPOKEN LANGUAGES

Mandarin (Bilingual)
Spanish (Conversational)
English

EMPLOYMENT

RIT SOFTWARE ENGINEERING DEPARTMENT | COURSE ASSISTANT

AUG 2019 – DEC 2019 | ROCHESTER, NEW YORK

- Assists the teaching of a course that emphasizes communication and programming skills with the use of Slack, Trello, Github, and Java.

NASA LANGLEY | AUTONOMOUS SOLAR ARRAYS ON MARS

SEPT 2017 – JUN 2018 | HAMPTON, VIRGINIA

- Designed a solar array for a spacecraft and wrote a wind force simulation with MATLAB to visualize the effects of the Martian atmosphere.
- Used PTC Creo for the design of the array, and used Keyshot 7 to do the actual animation simulation.

PROJECTS

WINGSUIT VR SIMULATION | FEB 2020 - PRESENT

- Conducting research to mitigate motion sickness in virtual reality.
- Focus placed mainly on UI/UX prototyping with the assistance of the Oculus Rift and Unity.

TRIE REGEX | JAVA, C | OCT 2019 - PRESENT

- Researching new data structure to create an efficient regex.
- Designed data structure to build a trie that solves a regular expression.
- Currently working on making a trie based on a list of words.

BILL SPLITTER | JAVA | JUN 2019 - PRESENT

- Examined image filter modification on the ability to read text.
- Completed the conversion from image bitmap to pdf file.
- Used Android Studio tools to send SMS messages to other party.

ZOMBIE TEXT GAME | JAVA | APR 2019

- Executed a tree data structure that tracks current, parent, and various next nodes to replace screen text to explore an effective method to utilize Android Studio from scratch.
- Built a custom node object that contained the current story line along with up to 3 options linked to following nodes.

EXTRACURRICULAR ACTIVITY

COMPUTER SCIENCE HOUSE

Member of special interest community with strong focus on projects and collaboration that helps members become better developers.

SOCIETY OF SOFTWARE ENGINEERS

Member of an organization where members learn and help each other in various areas, such as academics or personal projects.

INTERNATIONAL CONVERSATION PARTNER

Volunteering service where English speakers talk to international students in hopes of improving their English communication skills.