

# ALLEN JIANG

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## Education

**Georgia Institute of Technology**  
*Bachelor of Science in Computer Science*

May 2026  
Atlanta, GA  
GPA: 3.7

## Relevant Coursework

- **Machine Learning & AI:** Machine Learning, Intro to AI, Robotics and Perception
- **Systems & Networking:** Computer Networking, Databases, Android Development
- **Core Concepts:** Algorithms, Data Structures, Automata and Complexity

## Experience

### Planetway

*Software Engineer @ Planetway*

June 2025 – Present  
Remote

- Developed a responsive frontend using Next.js, TypeScript, and Tailwind CSS deployed on Vercel, enabling the interactive visualization of over 8,000 monthly data points.
- Engineered a scalable Supabase backend, implementing Row Level Security and optimizing SQL queries to ensure sub-second data retrieval latency.
- Currently refactoring Supabase SQL queries to reduce database latency, directly accelerating the rendering speed of data visualizations for end-users.

### Agile Communications Architecture

*Researcher @ GaTech*

January 2025 – Present  
Atlanta, GA

- Developed an AI-powered image compression system using PyTorch and Stable Diffusion that reduces data transmission size by 90%, enabling faster transfer speeds while maintaining 95% visual accuracy (validated by OpenAI's CLIP.)
- Currently building a resilient radio transmission system that uses machine learning to automatically correct errors and ensure clear data delivery in environments with high signal interference.

## Projects

### Flight Connection Risk Predictor | Python, XGBoost, Pandas, scikit-learn

November 2025

- Developed a machine learning model analyzing 15M+ flight records to predict the probability of a missed connection, minimizing passenger disruption and reducing airline re-routing costs.
- The predictive model had an overall accuracy of 90%, and identified route congestion and scheduled timing as key delay predictors, enabling proactive scheduling and rerouting decisions.

### CarbonTracker | Javascript, React, Vercel, Supabase

June 2025

- Collaborating with Planetway to build a carbon footprint tracking platform for companies, with secure authentication, notification, and cloud backend, improving accuracy and efficiency in sustainability reporting.
- Developed the frontend using Vercel and integrated Supabase for scalable backend infrastructure, enabling secure data processing and storage.

### Wrappedify App | Java, Kotlin

April 2024

- Developed an Android app leveraging the Spotify API to generate on-demand, personalized Spotify summaries, offering users an engaging music data experience.
- Integrated Firebase for secure user data storage, account setup, and a shareable summary feature, enabling users to post their summaries on a social media-style feed, fostering community engagement.

### Number Recognition Software | Python

July 2024

- Engineered a neural network with TensorFlow and Keras, achieving a 95% recognition accuracy for handwritten numbers, significantly advancing the model's reliability.

## Leadership / Extracurricular

### Auburn Hacks 2023

February 2023

*Team Leader @ Tropi RPG*

Auburn, AL

- Lead a team in designing and building a game with a custom game engine from scratch in Python, focusing on foundational mechanics and functionality.
- Directed an AI driven movement pattern for background NPCs, serving as dynamic elements to enrich the game's environment.

## Technical Skills

**Languages:** C++, Assembly, C, Python, Java, Javascript, SQL, SQLite, NoSQL

**Technologies/Frameworks:** React, PyTorch, TensorFlow, Pandas, scikit-learn, XGBoost, NumPy, Transformers

**Developer Tools:** Git, GNURadio, Vercel, Supabase, Unity, Jupyter Notebook, Android Studio