Jevin Jiang

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EDUCATION

Yale University   New Haven, CT
M.S., Computer Science   *Expected May 2020*

Michigan State University   East Lansing, MI
B.A., Computer Science   *Aug 2014 – May 2018*
GPA:3.96/4.0, High Honor

SKILLS

- **Programming:** C/C++, Python, JavaScript, Typescript, Java, PHP, HTML, CSS, C#
- **Technologies:** [*General*] (GIT, Shell, Markdown, Latex, OpenGL, Node.js, NPM, NVM); [*Database*] (MySQL, MongoDB); [*Data Analysis*] (Hadoop, Spark); [*Framework*] (React/React-Native, Redux, ASP.NET); [*Server*] (NginX); [*Hardware*] (ROS, Raspberry-Pi, Arduino)

ACADEMIC EXPERIENCE

- **Advanced Coursework**: Operating System, Intelligent Robotics, Build Interactive Machines, Computational Intelligence for Games, Mobile App Development, Web Development, Computer Graphics, Computer Networks, Compiler, Advanced Algorithms, AI, Big Data Analysis
- **Undergraduate Teaching Assistant:** C++ TA (2 semesters), Python TA (1 semester), Calculus Tutor (5 semesters)

WORK EXPERIENCE

Hangzhou Xuecheng Tech co., LTD   Hangzhou, Zhejiang, China
Co-Founder / Software Engineer / Full-stack Developer   *July 2018 – August 2019*

- Designed and built a learning management web system NeoScholar for more than 10 international high schools in China. Helped more than 5000 teachers and students get easy-access to course resources and homework.
- Led and participated in more than 4 projects. Set up and maintained private/public NginX servers and host websites. Used React/React-Native/Redux to create web Apps and mobile Apps (IOS/Android) including admin management system. Designed, built and documented internal/public REST APIs under Node.js server for the projects; Designed schema and set up MongoDB database; Handled async and sync requests on node server; Implemented OAuth2.0 for user authentication and private API requests

Tencent   Hangzhou, Zhejiang, China
Software Engineer Intern   *June 2017 – August 2017*

- Wrote C/C++ to build a real-time chatting overlay app called TransformDlgApp project based on MFC; designed UI and UML; implemented the double buffering.
- Participated in embedded development (IoT), generated static C libraries, cross-cross complied for microchip, implemented TTS (Text to Speech) in Xiaowei AI speaker

SELECTED PROJECTS

Micro Certified OS Kernel   Yale University
Operating System Term Project   *Aug 2019 – Present*

- Built an intel x86 OS kernel in C and made it be able to run on a multi-core processor
- Implemented central ideas and concepts including bootloader, physical memory management, container, virtual memory management, process management, trap handling, multicore, preemption, file system, IPC, shell and so on.
- Debugged tools involved with GDB and QEMU.

MSURoll   East Lansing, MI
Side Project   *Dec 2017 – Jan 2018*

- Built a cross platform (Mac/Windows) free software in Python for enrolling students into courses at Michigan State University. It saves students' time by constantly checking for open seats while enrollment is full and automatically enrolls the student in classes once there is an open seat detected.
- Reached about 1000 downloads in 3 semesters since the first release.
- Open sourced the software on GitHub and documented the functionalities. Maintained the bug report and feature request community and updated release versions.