

CALVIN JIAN

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EDUCATION

Binghamton University, SUNY, Watson School of Engineering
Bachelor of Science in Computer Science
GPA: 3.44

Expected May 2021

Stuyvesant High School, New York City

June 2017

RELEVANT COURSEWORK:

- **Technical:** Database Systems, Operating Systems, Introduction to Data Mining, Data Structures and Algorithms, Advanced Computer Architecture, Automata Theory and Formal Language, Design and Analysis of Algorithms
- **Mathematical:** Probability with Statistical Methods, Linear Algebra, Discrete Mathematics

TECHNICAL SKILLS:

- **Computer Languages:** Java, C++, C, Python, HTML, JavaScript, CSS, Oracle SQL
- **Platforms:** UNIX, Git, CAD, Android Studio, Eclipse, Visual Studio

PROJECT EXPERIENCE

FiveThirtyEight Tweets Database

November 2020

- Developed a Python program to run queries on a prebuilt MongoDB database, using Pymongo
- Constructed a terminal based user interface to display information in an easy to understand manner.
- Analyzed Russian Troll Tweets, retrieved from FiveThirtyEight's github, specifically from 2016 for patterns

Recommender System

September 2020 – November 2020

- Programmed a Python program to simulate a collaborative filtering user-based recommender system based on an existing sample
- Utilized Pearson Correlation Coefficient to determine the similarity between users on shared items
- Predicted future ratings using k-nearest neighbor and the weights of the Pearson Correlation Coefficient

Stock Tracker, HackBU 2019 (Hackathon)

February 2019

- Designed and built an Android stock tracking application to retrieve and display information based on the stock symbol
- Supported with existing APIs from Investors Exchange and Wolfram Alpha to display graphs and specific stock information
- Used Java and new frames to dynamically update the application's activity screen

Codenames

February 2018 – June 2018

- Prepared steps to construct a Java replica of the board game *Codenames* with automated turns and hints
- Updated frames for spymasters, allowing for players to run the program and play on a single machine
- Separated gameplay into smaller classes, simplifying the merging of group work
- Automated turns, win and lose conditions, and spymaster controls with Object Oriented concepts
- Scheduled group meetings, distributed assignments, and organized presentations

Aliri, UBHacking 2018 (Hackathon)

February 2019

- Programmed website to administer IBM's Watson's API to build a chatbot
- Designed and built the program to recognize prompts, such as greetings, as intents for certain responses, such as information from the web, graphs about mathematical problems, and some Pokémon information

WORK EXPERIENCE

Lending Assistant at Bartle Library

August 2018 – May 2020

- Assisted patrons with queries about the libraries, campus buildings, and facilities
- Maintained organization within the library with guidelines from the librarians

Stacks Maintenance Staff at Bartle Library

August 2020 – November 2020

- Organized and shelved books to Bartle Library Stacks