Austin Chiang

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Objective

To obtain a professional position that will allow me to utilize my problem solving skills and attention to detail to further develop my abilities in the field of computer science

Education

University of California Irvine, Irvine California | B.S. Computer Science, December 2018 | GPA 3.809
Selected Coursework: Data and Web Applications, Parallel Distributed Computing, Artificial Intelligence, Principles of Operating Systems, Internet Connected Devices, Embedded Systems, Information Retrieval, Data Management, Programming in Java, Programming in C/C++, Data Structures Implementations and Analysis

Experience

Business Intelligence Intern *VIZIO*, Lake Forest, CA **(**June 2018 - August 2018**)**
- Worked with the Business Intelligence team to create stored procedures in **Microsoft SQL** Server 2016 to check for trends and report irregularities in the incoming retailer data for the Database Development team
- Compiled a comprehensive list of inconsistencies within the historical retailer data of the company using the SQL Server Analysis Service
- Validated daily retailer data and reported any errors within Tableau Reporting tool

IT Intern *VIZIO*, Lake Forest, CA **(**June 2017 - August 2017**)**
- Created web application in ASP.NET using **HTML**, **jQuery**, and **C#** for Original Design Manufacturer (ODM) to submit future data as part of 4 man project to compile and organize 4 different data tables on Kinaxis Rapid Response
- Compiled and Organized ODM product data, certifications, and test results through Power Query in Excel and managed said data on SharePoint for the product management team and ODMs to use

TV Project Management Intern *VIZIO*, Lake Forest, CA **(**June 2015 - August 2015**)**
- Produced competitive analysis of competitor audio products by gathering all technical data, reviews, complaints, and what people like
- Compared the results of the analysis with the respective VIZIO products in order to provide a better view of the current market and what consumers want
- Collaborated with the Taiwanese Original Equipment Manufacturers (OEM) to specify needed modifications to the new speakers

Projects

IMDB Clone (Spring Quarter 2018)
- Developed a full stack web application in **JavaScript**, **MySql**, and **java** utilizing **Apache Tomcat** and **AWS**
- Implemented Master Slave load balancing, prepared statements, and connection pooling to scale the web application
- Measured site performance with Apache JMeter to validate the improvements on average query time of different types of scaling

Liberation Game (Fall Quarter 2018) *https://randosliberation.wordpress.com*
- Worked with a team of 5 to develop a 3D action game in Unreal Engine 4
- Fixed and documented bugs within the game by testing edge cases and acting as play tester
- Designed and developed enemy AI and added bullet collisions into the games
- Acted as project lead created design document, website, and marketing materials

Leadership

Peer Group Mentor *International Student Excellence Program*, UCI (September 2017 – June 2018)
- Helped a group of 9 international students get over culture shock and adjust them to life in college
- Hosted engaging events, introduced new students to all aspects of campus life, ensured academic success, and made sure they enjoyed their first year at UCI

Technical Skills

Coding: C/C++, Java, Python, Javascript, SQL
Technologies/Environments: Windows, Linux, Eclipse, Python IDLE, Vim, Clion, HTML, GitHub