

# EMMA JIANG

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## EDUCATION

### B.S. in Information Systems and Computer Science

Carnegie Mellon University, Pittsburgh, PA

Aug. 2020 - Dec. 2023

Dean's List, High Honors; 3.6 QPA

Relevant Coursework: Algorithm Design and Development, Distributed Systems, Parallel and Sequential Data Structures and Algorithms, Database Design and Development, Natural Language Processing, Computer Systems

## SKILLS

### Technical Skills

Javascript, React.js, Node.js, HTML/CSS, Figma, Python, C, C#, Java, SQL, Unity, Unreal Engine

### Soft Skills

Research, Project Management, Team Leadership, Communication, Creativity

## EXPERIENCE

### Microsoft Corp. | Office Suite Experiences

Jun. 2023 - Aug. 2023

Software Engineer Intern

Redmond, WA

- Developed and documented a search component for Fluent UI v9 using Node, React, and Typescript.
- Wrote unit, visual regression, and accessibility tests.
- Developed an aria-live screenreader notification utility that allows for queuing and batching of notifications.
- Converted Figma designs into responsive web components, including code, specs, and documentation.
- Audited, identified, and fixed accessibility-related issues in Fluent UI v9 and Fluent AI for Copilot.
- Enhanced the flair utility, integrating animations in React and managing style merges.

### Carnegie Mellon University | Human-Computer Interaction Institute

Jul. 2021 - Jun. 2023

Research Assistant

Pittsburgh, PA

- Designed Figma prototypes that transcribed and analyzed conversations and developed them using React, Socket, and Node.
- Conducted studies with Augmented and Alternative Communication (AAC) users and Natural Language experts.
- Engineered prompts for large language models like ChatGPT, aiding AAC users with word and phrase suggestions.
- Designed an algorithm to predict what the AAC user is talking about when they begin typing.

### Microsoft Corp. | Coherent X-platform Experiences

Jun. 2022 - Aug. 2022

Software Engineer Intern

Redmond, WA

- Developed a Theme Designer application for Fluent UI v9 utilizing Node, React, and Typescript.
- Collaborated with UX engineers to devise algorithms for accessible color palettes.
- Jointly crafted project specifications with Project Managers and Designers.

### Carnegie Mellon University | Human-Computer Interaction Institute

Feb. 2021 - Jul. 2021

Research Assistant

Pittsburgh, PA

- Conducted personal informatics research to support teaching at the university level.
- Designed and implemented prototype dashboards with Figma, refined based on feedback.
- Managed interviews, including protocol design, participant recruitment, and thematic data analysis.

## PROJECTS

**Undergraduate Research Grant (2022)** Secured CMU's Small Undergraduate Research Grant; developed an app prototype to address the relevance constraint in conversations with AAC users and presented at the CMU Meeting of the Minds.

**Hack CMU (2020)** Won the 'Best Live Demo' award for creating a synchronized video streaming site using Node and Javascript, with Discord integration.

**CMU x Citi Hackathon (2020)** Processed stock trade data with Pandas and built a regression model using Scikit-learn to identify spoofing instances.

## EXTRA-CURRICULAR ACTIVITIES

### CMU Game Creation Society

Aug. 2020 - Dec. 2023

Chief of Operations, Programmer

Pittsburgh, PA

- Oversaw club operations and website updates. Managed programmers, delegated tasks, and ensured project deadlines.
- Developed visual effects in Unreal Engine and implemented VR gameplay in Unity.

### Women in Information Systems

Aug. 2020 - Aug. 2023

Peer Mentor

Pittsburgh, PA

- Mentored incoming female Information Systems freshmen on college transition and career goals.