Janet Fang

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Summary

I am a self-taught developer, having launched my first app when I was twelve years old. As a person with wide-ranging passions not limited to machine learning and finance, an insatiable zest for problem-solving, and staggering creativity and intellect, I am looking for an opportunity that will allow me to further develop my abilities in the field of computer science.

Education

B.S./Computer Science/GPA 3.91, *University of California, Los Angeles (UCLA)*   2022

Valedictorian/GPA 4.82, *Leigh High School*   2015 – 2019

Professional Experience

Software Engineering Intern, *Pied Parker* ⧉   2016 Aug – 2017 Jun
Palo Alto
Conducted QA and unit tests for Pied Parker, an app that rents out private parking spaces (garages, driveways, etc.) to the public. Scraped Craigslist and the world wide web for parking spaces for rent and stored it in a SQL database.

Projects

Interactive Resume, *janetfang.fun (works best on desktop)* ⧉
My fun interactive resume website that looks like a video game!

Volcano Shooter, *iOS App* ⧉
Created an iOS app where the player must destroy the asteroids pelting down on Earth by shooting out balls of fire from a volcano.

Tic Tac Toe – One Player, *iOS App* ⧉
Created an app that supports one player gameplay so the user can play against their iPhone. AI in one player mode matches player's skill level and a move randomization engine ensures iPhone won't keep making the same moves over and over.

Whiteboard 'n Notes, *iOS App* ⧉
Created a no-frills whiteboard app for iPhone and iPad to draw and take notes.

Ducky Go Go, *iOS App* ⧉
Created a Flappy Bird spinoff where the player tries to sail through the water by avoiding ducks that will sink their ship.

My Stock Portfolio Manager, *iOS App*
Developed an iOS app that tracks the user's investment positions (including share count) and monitors their share value.

Skills

| C/C++ | Python | Linux | Swift | Java | Javascript | HTML/CSS | OCaml |

Relevant Courses

Data Structures and Algorithms, Algorithms and Complexity, Programming Languages, Fundamentals of Artificial Intelligence, Formal Languages and Automata Theory, Operating System Principles, Computer Organization, Logic Design of Digital Systems, Software Construction, Linear Algebra, Multivariable Calculus, Discrete Mathematics