

Jarnin Fang

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<https://jarninfang.github.io>

UC San Diego - Computer Science B.S

Experience

Digium - Software Engineer (Javascript, Perl, SQL, HTML, CSS)

May 2018 - Present

- Worked on React.js front end of business phone system management web app with features such as extensions, call flow management, queue management, etc.
- Developed Perl API endpoints that models business logic requirements as well as front end use cases
- Also helped implement Node.js back-end server side API

ServiceNow - Quality Engineering Intern (Java, Javascript)

April 2017 - May 2018

- Responsible for making sure each product release is up to standard through regression tests, smoke tests, and automated tests
- Wrote JUnit automated tests to test the Java backend engine of the platform and to ensure that no regression bugs were created.
- Implemented Selenium web driver tests into Jenkins CI pipeline to automate user interface testing
- Automated end to end tests in the machine learning module to ensure data training and linear regression worked properly

SalonFrontDesk - Full Stack Javascript Intern (Javascript)

September 2016 - December 2016

- Designed and implemented the User Interface/User Experience of a salon booking website using Material Design (Utilized: Pug, Angular JS, Angular Material)
- Implemented user authentication using NodeJS and Express library on the backend

PrecisePK - Mobile Application Developer Intern (C++, QML)

January 2016 - August 2016

- Worked on designing and implementing mobile version of pharmaceutical desktop application using C++ (Qt Creator API)
- Designed and implemented a fluid and efficient user interface and connected it to the backend C++ codebase

Projects

Stinder - Android Mobile Application (Android SDK, Java, XML, Firebase)

January 2016 - March 2016 (Course Project)

- Android mobile study buddy app with similar UI as Tinder for course project
- Used Android SDK for the front end with responsive design (Java, XML)
- Implemented Firebase backend that stored user data and handled user authentication
- Espresso and JUnit for unit testing and scenario testing user stories

Bounded - Android Mobile Game (Java)

June 2015 - October 2015 (Personal Project)

- Physics-centered Android game on the Google Play Store with 1,000+ downloads
- Developed using LibGDX (cross-platform game library) and Android Studio IDE (Java) with Gimp for graphics design
- Developed using git version control, game-state design patterns for the flow of the game, object oriented design patterns (Singleton, factory method, builder) to build an extensible and efficient code base

Skills

Languages

Proficient: Java, Javascript, C, C++, HTML, CSS
Prior Experience: Python, SQL, Perl

Technologies

Express, Node.js, Bootstrap
MySQL, Firebase, MongoDB
Android Software Development Kit, Espresso testing,
Automated Testing with JUnit, Selenium WebDriver