Harvey Jiang

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EDUCATION

University at Buffalo, The State University of New York (UB)

Expected May 2026

- Bachelor of Science in Computer Science GPA 3.8/4.0
- Coursework: Object Oriented Programing, Data Structures, Discrete Structures, Linear Algebra, Systems Programming

WORK EXPERIENCE

University at Buffalo

September 2023 - Current

Research Assistant at X-Lab@UB

Buffalo, NY

- Created parameterized scripts to benchmark ML model performance, analyze metrics, and generate insights from profile traces for optimization
- Decoupled Hugging Face pipeline models into distinct preprocessing, prediction, and post processing stages
- Dockerized scripts to ensure consistent environments and reproducible benchmarking
- Collaborated with a postdoctoral researcher to evaluate student-teacher interactions within the reading realm
- Developed an application using Remix (React) to support the HCI study by allowing professors to assign academic papers and visualize student reading metrics with a 95% accuracy rate
- Integrated MySQL and Django to create customizable, actionable insights, empowering professors to address student learning challenges

Summer Design Institute

June 2022 - August 2023

Software Engineer Intern for Staten Island Tech

Staten Island, NY

- Created a QR code based attendance system, using Express.js and Google Sheets / Drive APIs, leading to a 10 minute reduction in attendance taking time
- Improved a schedule builder app by resolving complex bugs like data management issues and user interface irregularities
- Established front facing Kiosk software to streamline connecting to school WiFi for hundreds of students and teachers
- Remodeled an internal API wrapper to improve error handling and input data safety, ensuring WiFi stability

Tech Incubator at Queens College

February 2022 - April 2022

Intern

Queens, NY

Built WordPress websites for a photography business and a clothing business

PROJECTS

Technime | Github Code | (Nuxt, Django, GraphQL, Google OAuth)

Sept 2022 - June 2023

- Designed a platform for anime awards voting and data visualizations, increasing student participation
- Utilized Django and GraphQL to model and handle user voting

USO! | Github Code | Demo | (Nuxt, Auth0, Pixi.js, Howler.js)

Sept 2021 - June 2022

- Collaboratively created a web-based rhythm game inspired by OSU! mania and Guitar Hero
- Implemented audio with Howler.js and game logic with Pixi.js
- Reverse-engineered OSU files to facilitate easy song uploads

SKILLS

Programming Languages: Python, Java, TypeScript, JavaScript, Assessable HTML and CSS

Frameworks: Django, Django REST, Vue, Nuxt, React

Technologies: Git, mySQL, REST, Docker