XIAO (IRIS) JIANG

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Summary

- Actively looking for software engineer internship opportunities.
- Proficient in C++; strong background in data structures and algorithms; a fast learner.
- Skills: C++, Java, python, JavaScript, CSS, HTML, Node, MFC, Hadoop, firebase, Spark, Lucene, MongoDB

Education

Sep 2017 -

University of California, Los Angeles

Los Angeles, USA

- Computer Science major (BS). Expected graduation time: June/2021 (junior).
- GPA 3.79/4.00
- Courses completed: Intro to Computer Science: Data Structures; Algorithm and Complexity;
 Sets and Graph Theories; Logic Design of Digital System; Introduction to Computer
 Organization; Operating Systems Principles and Software Construction Laboratory.
- Ongoing courses: Computer Network Fundamentals; Intro to Machine Learning.

Programming Experience

April 2019

LAHACK honorable mention by Google

Los Angeles, USA

- Made an IOS app "ODam" with the aim to reduce food waste. Users can take a photo of the food they buy before putting it into the fridge. The app will remind users before food expires.
- Built the main page of the app that shows a full list of items in the fridge and their number of days remaining till expiration using Swift;
- Implemented image recognition function using Google Vision API; suggested expiration date was implemented by using a web crawler;
- Stored the data for food items in **Firebase**, including dates when food is bought, food item name and days left till expiration.
- Devpost link: https://devpost.com/software/odam-jauypb

Nov 2018

Best Overall Hack for ACM Hack on The Hill IV

Los Angeles, USA

- Designed a website aiming to provide a platform to share reviews of each dish on the UCLA dining hall menus.
- Used EJS, CSS and NodeJS to complete the front-end design of the main page, menu page and the review page;
- Crawled the dish names from our school dining website and stored the data in MongoDB.
- GitHub link: https://github.com/irisjiangxiao/Belp

June 2019

Car racing game

Los Angeles, USA

- The main components of the game are the city layout, movement and shape of the car, collision detection, hp bar of the car and change of viewpoints.
- Designed the entire game using only webGL; Shader of objects are done by GLSL.
- Demo link: https://intro-graphics-master.github.io/term-project-6/

Internship Experience

Aug 2019

Luxin DB Software

Nanjing, China

- Designed a multi-person chatroom using Netty; implemented a Kafka producer;
- Used Lucene to create index and index query; implemented a customized analyzer for input stream from the database;
- Integrated **Lucene** into Spark to accelerate the search process. Instead of traversing through the original file, now Spark only searches the index of documents generated by Lucene.

Dec 2018

Huawei Marine Co. Software Development Department

Beijing, China

- Designed an rdm file reader used for reading cable report that is generated by a roadm device.
- Used MFC in Visual C++ to implement the file reader. Functions include selecting and opening a
 file, convert binary information in the file to show information such as file version, creating time,
 device number on a dialog.

Volunteer Experience

Oct 2018-

Girls who Code Facilitator at New Roads School

Los Angeles, USA

 Holding a weekly session to familiarize girls ranging from 6th to 12th grade with basic web design and coding through the help of websites such as scratch (https://scratch.mit.edu/).

Awards

Nov 2017

PwC Challenge case competition 1st prize out of 24 teams

Los Angeles, USA

 Analyzed the financial report of a company and gave suggestions on its future development and expansion by using the knowledge of supply chain optimization, financial optimization and automation.