Jaden Wang

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EXPERIENCE

Amazon - *Software Development Engineer*

February 2021 - Present

- Orchestrated the development, deployment, and performance testing of API Gateway and Python Lambda applications supporting a user base of 690k, with a focus on operational excellence.
- Implemented and consistently supported complex business logic in a Drools calculation engine to spearhead global employee policy expansion to different countries all across the globe.
- Designed and implemented components of an end-to-end distributed system pipeline involving ETL, data validation, and parallel processing with AWS Glue, Batch, Step Function, and CloudFormation.

Amazon - *Software Development Engineer Intern*

May 2020 - September 2020

- Developed a human resource management platform as part of a global expansion impacting a population of over 139k employees.
- Designed and implemented scalable backend services using Java, MyBATIS, Google Guice, AWS, and a variety of other internal tools.
- Engineered frontend integration with internal APIs and backend services using React.js and Node.js

University of Toronto Scarborough - *Undergraduate Teaching Assistant*

September 2018 - Present

- Led labs and provided support for students in introductory computer science courses using Python and C, teaching topics such as file I/O, memory management, algorithms, and data structures.

PROJECTS

Carnet2 - *github.com/jadenyjw/carnet2-arduino* | **Demo:** *https://bit.ly/2IgObn0*

- Engineered a self-driving car with a trainable neural network that can maneuver through arbitrary paths.
- Designed and trained a convolutional neural network with 70% accuracy on self-collected data.
- **Technologies Used:** *Software:* Python, Keras, OpenCV | *Hardware:* Arduino, ESP8266

Tanks - *github.com/jadenyjw/tanks-backend* | **Demo:** *https://tanks.ml*

- Implemented a real-time multi-client server for a game, utilizing websockets for peer communication.
- **Technologies Used:** *Backend:* Node.js | *Frontend:* React.js, Pixi.js | *Systems:* NGINX, Google Cloud

DrawPVP - *github.com/jadenyjw/drawpvp*

- Created a local area network server-client multiplayer game where players doodle against each other to have their drawings judged by a neural network with 85% test data accuracy.
- **Technologies Used:** JavaFX, DeepLearning4J, Kryonet

EDUCATION

University of Toronto Scarborough - *Honours Bachelor of Science*
(Computer Science Specialist - Software Engineering & Statistics Major)

Dean's List x2 | 2017 - 2020

LANGUAGES & TECHNOLOGIES

Java | **Python** | **C** | **Haskell** | **Linux** | **AWS** | **GCP** | **Git** | **React.js** | **Node.js** | **JavaScript** | **Relational Databases**