

# 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 - December 2020

- 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](https://github.com/jadenyjw/carnet2-arduino) | Demo: <https://bit.ly/2lgObn0>

- 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](https://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](https://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 - Distinction

(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