Vincent Jiang
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Education
Purdue University
Bachelor of Science in Computer Science   **May 2018**
Minor in Management
Relevant Courses
Software Engineering, Systems Programming, Data Structures and Algorithms, Computer Architecture, Object Oriented Programming, C Programming

Project Experience
3D Immersive Environment, Unity App Developer   **September 2016 – Present**
- Developing a 3D ambience referencing a puzzle game setting with a software development team for Software Engineering. Optimizes gameplay by utilizing the Oculus Rift VR headset to provide a fully immersive experience.
- Coding movement using JavaScript and using models from the Unity Asset Store

UNIX Shell, C++ Developer   **October 2016**
- Implemented a UNIX Shell that allows users to execute basic commands such as pipelining, wildcarding, environment variable expansion, and history.
- Coded functionality using C++

Uberlytics Official, Web App Developer   **June 2016 – August 2016**
- Part of an independent software development team who created a Firebase-hosted website that works that retrieves Uber API.
- Surge multiplier information is polled and stored per 5 minutes and the averages per day are computed on server-side.
- The server projects a chart of the computed averages per day using ChartJS to provide users information about rush hour usage.
- Coded back end using JavaScript and front end using HTML/CSS.
- Website URL: www.uberlyticsofficial.xyz

Ballshake, Unity App Developer   **June 2015 – August 2015**
- A simple mobile app based on moving a ball inside a 2D physics space. Uses the Unity Engine to analyze phone movement using the inbuilt accelerometer.
- Coded sprite movement using JavaScript.

IRC Server/Client Program, C Developer   **April 2015 – May 2015**
- Chat program which allows communication between clients within multiple chat rooms hosted by a server. Each user has a unique username and password used to send messages, create and switch chat rooms, and perform other server actions.
- Coded back end using C and front end using C++ GWidgets.

Technical Skills
- **Programming**
  - Proficient: JavaScript, C/C++
  - Familiar: Java, C# Script, R, Python, SQL, HTML/CSS, ARM Assembly
- **Software & Technologies**
  - Integrated Development Environments: Eclipse, Android Studio
  - Development Technologies: jQuery, ChartJS, NodeJS, Firebase, REST API
  - Other: Unity Game Engine, Unix/Linux