

Vincent Jiang

Software Engineer

(510) 404-8822

43165 Nielsen Court, Fremont, CA, 94539

Portfolio jiangVL.github.io

Email jiangv@purdue.edu

[LinkedIn](#) /in/jiangv

[Github](#) /jiangVL

Education

Purdue University - West Lafayette, IN

May 2018

Bachelor of Science in Computer Science

Minor in Management

Relevant Courses

Software Engineering, Software Testing, Systems Programming, Compilers, Analysis of Algorithms, Information Systems, Computer Architecture

Work Experience

Amazon.com, Inc., Software Development Engineer Intern

May 2017 – August 2017

- Part of the AWS Database UX team which focuses on improving the UI/UX for AWS consoles. Mainly worked on Redshift database service.
- Redesigned parts of the launch cluster process and developed new features for Redshift reserve instances to improve the customer experience. Also developed a suggestions column to provide customers notifications on how to save more per cluster.
- Coded front end using Google Web-development Kit and back end using Java.

Project Experience

Perspective, Unity App Developer

September 2016 – December 2016

- Developed a 3D ambience referencing a puzzle game setting with a software development team for Software Engineering. Optimized gameplay by utilizing the Oculus Rift VR headset to provide a fully immersive experience.
- Scrum master of a five-person team and followed a three sprint schedule to organize our project.
- Coded movement using JavaScript and models from the Unity Asset Store.

UNIX Shell, C++ Developer

October 2016 – November 2016

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

Uberlytics Official, Web App Developer

June 2016 – August 2016

- Part of an independent software development team that created a Firebase-hosted website that makes Uber API calls to retrieve app information. We tracked surge multipliers which were polled and stored per 5 minutes and the averages per day were computed on server-side.
- The server projected 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 jQuery.

Skills

Programming

- Proficient: Java, JavaScript, C, C++, HTML/CSS
- Familiar: Python, SQL, NoSQL

Software & Technologies

- Development: jQuery, NodeJS, Firebase, REST API
- Services: Unity Game Engine, AWS Redshift, AWS EMR