

Vincent Jiang

Software Engineer

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Objective

Seeking a Software Engineering – New Grad position with an interest in data science and analytics.

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, Data Structures, Object Oriented Programming, C/C++ Programming

Skills

Programming – Java, JavaScript, HTML/CSS, Python, SQL, NoSQL, C, C++

Technologies – jQuery, NodeJS, Firebase, Github, Unity Game Engine, AWS Redshift

Work Experience

Amazon.com, Inc., Software Development Engineer Intern

May 2017 – August 2017

- Developer on the AWS Database UX team which focuses on improving the UI/UX for AWS consoles. Mainly worked on Redshift database service. Met with senior product manager and designer twice a week to flush out project specifications.
- 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. Met with several internal customers to receive feedback and better design.
- Worked as part of an Agile team with daily meetings and offline sync-ups.

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. Coded movement using JavaScript and models from the Unity Asset Store.
- Scrum master of a five-person team and followed a three sprint schedule to organize our project.

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

- Lead Backend Developer of an independent software development team that created a Firebase-hosted website that uses Uber RESTful API calls to retrieve surge pricing information. Created a server that projects a chart of the computed averages per day using ChartJS to provide users information about rush hour trends.
- Coded back end using JavaScript and front end using jQuery.