

# Vincent Jiang

Software Engineer, Management

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## Education

### Purdue University

Bachelor of Science in Computer Science

Minor in Management

May 2018

### 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](http://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