

# Vincent Jiang

Software Engineer

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## Objective

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**Seeking a Software Engineering – New Grad position at Google 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.