

# Vincent Jiang

Software Engineer

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## 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**

- Developer on 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 RESTful 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