# **Vincent Jiang**

Software Engineer

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#### **Education**

# **Purdue University**

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**, Software Development Engineer intern

May 2017 - August 2017

May 2018

- 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 such as a suggestions column to provide customers notifications on how to save more per cluster.
- Coded in Java and used GWT (Google Web-development Toolkit) framework.

# **Project Experience**

# Perspective, 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.
- Coded 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 makes Uber API calls to retrieve app information. We track surge multipliers which are 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

#### **Technical Skills**

#### **Programming**

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

#### **Software & Technologies**

- Development Technologies: jQuery, ChartJS, NodeJS, Firebase, REST API
- Other: Unity Game Engine