**Vincent Jiang**

**Portfolio** jiangVL.github.io

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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**

* 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.
* Developed front end using using Google Web-development Kit and back end

**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 – December 2016**

* Implemented a UNIX Shell that allows users to execute basic commands such as pipelining, wildcarding, environment variable expansion, and history.

**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.

**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