**Vincent Jiang**

**Portfolio** jiangVL.github.io

**Software Engineer Email** jiangv@purdue.edu

(510) 404-8822 [**LinkedIn**](http://www.linkedin.com/in/jiangv) /in/jiangv

43165 Nielsen Court, Fremont, CA, 94539 [**Github**](http://www.github.com/jiangvl) /jiangVL

**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 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 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