**Vincent Jiang**

**Portfolio** jiangVL.github.io

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**Education**

**Purdue University**

Bachelor of Science in Computer Science **May 2018**

Minor in Management

**Relevant Courses**

Software Engineering, Systems Programming, Data Structures and Algorithms, Computer Architecture, Object Oriented Programming, C Programming

**Project Experience**

**3D Immersive Environment**, 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.
* Coding 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 works that retrieves Uber API.
* Surge multiplier information is 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>

**Ballshake,** Unity App Developer **June 2015 – August 2015**

* A simple mobile app based on moving a ball inside a 2D physics space. Uses the Unity Engine to analyze phone movement using the inbuilt accelerometer.
* Coded sprite movement using JavaScript.

**IRC Server/Client Program**, C Developer **April 2015 – May 2015**

* Chat program which allows communication between clients within multiple chat rooms hosted by a server. Each user has a unique username and password used to send messages, create and switch chat rooms, and perform other server actions.
* Coded back end using C and front end using C++ GWidgets.

**Technical Skills**

* **Programming**
  + Proficient: JavaScript, C/C++
  + Familiar: Java, C# Script, R, Python, SQL, HTML/CSS, ARM Assembly
* **Software & Technologies**
  + Integrated Development Environments: Eclipse, Android Studio
  + Development Technologies: jQuery, ChartJS, NodeJS, Firebase, REST API
  + Other: Unity Game Engine, Unix/Linux