**Vincent Jiang**

**Portfolio** jiangVL.github.io

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**Objective**

**Seeking a Software Engineering – New Grad position with an interest in data science and analytics.**

**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, Data Structures, Object Oriented Programming, C/C++ Programming

**Skills**

Programming – Java, JavaScript, HTML/CSS, Python, SQL, NoSQL, C, C++

Technologies – jQuery, NodeJS, Firebase, Github, Unity Game Engine, AWS Redshift

**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. Met with senior product manager and designer twice a week to flush out project specifications.
* 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. Met with several internal customers to receive feedback and better design.
* Worked as part of an Agile team with daily meetings and offline sync-ups.

**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. Coded movement using JavaScript and models from the Unity Asset Store.
* Scrum master of a five-person team and followed a three sprint schedule to organize our project.

**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**

* Lead Backend Developer of an independent software development team that created a Firebase-hosted website that uses Uber RESTful API calls to retrieve surge pricing information. Created a server that projects a chart of the computed averages per day using ChartJS to provide users information about rush hour trends.
* Coded back end using JavaScript and front end using jQuery.