

Shen (Caden) Jiang

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EDUCATION:

Georgia Institute of Technology, Atlanta, GA

Aug 2015 – May 2019

- Bachelor of Science in Computer Science Cumulative GPA 3.70 (Dean's List 2016, Faculty Honors 2017)
- Concentration in Intelligence and Media
- Barcelona Summer Program at Universitat Politècnica de Catalunya (Summer 2016)

Hwa Chong Institution, Singapore

Jan 2007 – Dec 2012

- Singapore Mathematical Olympiad: Bronze (2009)
- National Youth Achievement Award: Bronze (2009), Silver (2011)

SKILLS:

Languages: Java, Python, C#, LINQ, HTML, CSS, JavaScript, SQL, Objective-C

Systems/Tools: Android Studio, Unity, HoloLens SDK, Git, Firebase, Matlab, Xcode

Communication: Chinese (Read and Write), French (Read), Spanish (Read)

EXPERIENCE:

Microsoft, AI & Research, Cortana @ Work and Bing Maps

May 2018 – July 2018

Software Engineer Intern

- Extract and process large amounts of unstructured map data, filter noise and use machine learning techniques to automatically categorize them. Vastly reduced human processing efforts at data acquisition and streamlined workflow
- Understand entity relations between linked datasets and use that information to train a model that helps in automatic address parsing and generation. The model can be modified to apply to other important map processes
- Render 3D road information from map data, aid in visual interactive editing of map entities

ThyssenKrupp Elevator Americas, Research Innovation Center Atlanta

Jan 2017 – Apr 2017

Computer Science Intern

- Develop rich Augmented Reality applications with Microsoft HoloLens using HoloLens SDK on Unity
- Model maps and terrain information onto holograms with gesture control
- Create shared holograms experiences with real-time gaze and touch feedback and voice command activation

RESEARCH:

Georgia Institute of Technology, Engineered Biosystems

Sep 2017 – Current

Undergraduate Research Assistant

- Develop crowdsourced Android annotation application to identify and better characterize the structure and behavior of c. elegans "eigenworms". Manage through Firebase a large database of sources images and user drawings
- Published to the Google Play Store as "Wurm Paint" to reach a larger audience

Georgia Institute of Technology, School of Interactive Computing

Sep 2016 – Feb 2017

Undergraduate Research Assistant – Center for Accessible Technology in Sign

- Create a web game incorporating contextual sign language for deaf children to learn and improve

PROJECTS:

AirPnP, Linode Sponsor Honorable Mention – PennApps 2016

Sep 2016

Connecting private parking spaces with eager drivers

- Develop Android based crowdsourcing platform with a clean map interface for searching available parking spaces nearby
- Hosted user map database with MongoDB and executed through Linode servers before sending back to Android device
- Connect using Capital One's Nessie API for instant user payment and Nexmo API to push SMS notifications

Places Now, Devpost Staff Pick – HackGT@UPC Barcelona 2016

Jul 2016

Find better, more updated information about places through a merger of Google Maps and real-time feeds

- Created Android app that used Google Maps API to search for places near current location
- Curated a database of live feeds on every location with Firebase, update and retrieve information

WingBuddy, First Prize Winner – HackEmory 2016

Apr 2016

Alerts you when your roommate is at home. Get that perfect opportunity when you need the room to yourself.

- Create the front-end Android app, focusing on clean design and user experience
- Retrieved information from Raspberry Pi motion detector and update the front-end in real-time with Firebase

TheBot, First Prize Winner – CodeB with Bloomberg hackathon 2016

Feb 2016

Stock trading algorithm in a simulated environment

- Focused on earning the highest dividend, analyzed stock price patterns to determine the best value stocks
- Grew an initial portfolio of \$3,000 to over \$500,000 during trading simulation

Labyrinth, Top 10 Finalist – University of Florida SwampHacks 2016

Jan 2016

Addictive multiplayer cross-platform maze survival game

- Designed game screens, maps and texture with Photoshop and created 3D maze levels in Unity

2 by 2 Rubik's Cube Solver, Grand Prize Winner – Georgia Tech Appathon 2015

Oct 2015

Solve 2 by 2 cubes by taking pictures of their sides

- Developed Android app to acquire cube faces through the camera, processed image data with color detection algorithm
- Coded Rubik's cube algorithm to display solution steps back to user

LEADERSHIP:

Southeast Asian Student Association (SEASA), *Treasurer*

Jan 2016 – May 2017

- Manage all SEASA funds, from member dues to event costs
- Raise awareness for SEASA with a singing item at International Harmony Day held by GT India Club
- Work with the executive committee to organize various fund-raising events throughout the year