

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 2017 – Current

Software Engineer Intern

- Extract and process large amounts of unstructured data, filter noise and create a machine learning model to classify them into structured entities. Vastly reduce human processing effort through identifying useful sources before acquisition
- Understand entity relations between linked datasets. Trained machine learning models that learnt those relationships, helping in automatic address parsing. Models can be modified to apply to other important map processes.
- Render roads in 3D with accurate height information onto maps editor, 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