

# Shen (Caden) Jiang

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<https://github.com/jiangshen> | <http://devpost.com/cadenjiang> | <http://jiangshen.github.io>

## EDUCATION:

|  |   |
|--|---|
| <b>Georgia Institute of Technology</b> , Atlanta, GA   | <b>Aug 2015 – May 2019</b>                                  |
| <ul style="list-style-type: none"><li>Bachelor of Science in Computer Science</li><li>Concentration in Intelligence and Modeling &amp; Simulation</li><li>Barcelona Summer Program at Universitat Politècnica de Catalunya (Summer 2016)</li></ul> | Cumulative GPA 3.78 (Dean's List 2016, Faculty Honors 2017) |
| <b>Hwa Chong Institution</b> , Singapore   | <b>Jan 2007 – Dec 2012</b>                                  |
| <ul style="list-style-type: none"><li>Singapore Mathematical Olympiad: Bronze (2009)</li><li>National Youth Achievement Award: Bronze (2009), Silver (2011)</li></ul>  |   |

## SKILLS:

|                       |   |
|-----------------------|---|
| <b>Languages:</b>     | Java, Python, C#, HTML, CSS, JavaScript, SQL, Objective-C         |
| <b>Systems/Tools:</b> | Android Studio, Firebase, Unity, HoloLens SDK, Git, Matlab, Xcode |
| <b>Communication:</b> | Chinese (Read and Write), French (Read), Spanish (Read)           |

## EXPERIENCE:

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|--|----------------------------|
| <b>ThyssenKrupp Elevator Americas</b> , Research Innovation Center Atlanta   | <b>Jan 2017 – Apr 2017</b> |
| <i>Computer Science Intern</i>   |                            |
| <ul style="list-style-type: none"><li>Develop rich Augmented Reality applications with Microsoft HoloLens using HoloLens SDK on Unity</li><li>Model maps and terrain information onto holograms with gesture control</li><li>Create shared holograms experiences with real-time gaze and touch feedback and voice command activation</li></ul> |                            |

## RESEARCH:

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|---|----------------------------|
| <b>Georgia Institute of Technology</b> , Engineered Biosystems  | <b>Sep 2017 – Current</b>  |
| <i>Undergraduate Research Assistant</i>   |                            |
| <ul style="list-style-type: none"><li>Develop Android drawing application to aid in identifying backbones of "eigenworms" visually</li><li>Manage through Firebase a large database of sources images and user drawings</li></ul> |                            |
| <b>Georgia Institute of Technology</b> , School of Interactive Computing  | <b>Sep 2016 – Feb 2017</b> |
| <i>Undergraduate Research Assistant – Center for Accessible Technology in Sign</i>  |                            |
| <ul style="list-style-type: none"><li>Create a web game incorporating contextual sign language for deaf children to learn and improve</li></ul>   |                            |

## PROJECTS:

|   |                 |
|---|-----------------|
| <b>AirPnP</b> , Linode Sponsor Honorable Mention – PennApps 2016  | <b>Sep 2016</b> |
| <i>Connecting private parking spaces with eager drivers</i>   |                 |
| <ul style="list-style-type: none"><li>Developed Android based crowdsourcing platform with a clean map interface for searching available parking spaces nearby</li><li>Hosted user map database with MongoDB and executed through Linode servers before sending back to Android device</li><li>Connect using Capital One's Nessie API for instant user payment and Nexmo API to push SMS notifications</li></ul> |                 |
| <b>Places Now</b> , Devpost Staff Pick – HackGT@UPC Barcelona 2016  | <b>Jul 2016</b> |
| <i>Find better, more updated information about places through a merger of Google Maps and real-time feeds</i>   |                 |
| <ul style="list-style-type: none"><li>Created Android app that used Google Maps API to search for places near current location</li><li>Curated a database of live feeds on every location with Firebase, update and retrieve information</li></ul>  |                 |
| <b>WingBuddy</b> , First Prize Winner – HackEmory 2016  | <b>Apr 2016</b> |
| <i>Alerts you when your roommate is at home. Get that perfect opportunity when you need the room to yourself.</i>   |                 |
| <ul style="list-style-type: none"><li>Create the front-end Android app, focusing on clean design and user experience</li><li>Retrieved information from Raspberry Pi motion detector and update the front-end in real-time with Firebase</li></ul>  |                 |
| <b>TheBot</b> , First Prize Winner – CodeB with Bloomberg hackathon 2016  | <b>Feb 2016</b> |
| <i>Stock trading algorithm in a simulated environment</i>   |                 |
| <ul style="list-style-type: none"><li>Focused on earning the highest dividend, analyzed stock price patterns to determine the best value stocks</li><li>Grew an initial portfolio of \$3,000 to over \$500,000 during trading simulation</li></ul>  |                 |
| <b>Labyrinth</b> , Top 10 Finalist – University of Florida SwampHacks 2016  | <b>Jan 2016</b> |
| <i>Addictive multiplayer cross-platform maze survival game</i>  |                 |
| <ul style="list-style-type: none"><li>Designed game screens, maps and texture with Photoshop and created 3D maze levels in Unity</li></ul>  |                 |
| <b>2 by 2 Rubik's Cube Solver</b> , Grand Prize Winner – Georgia Tech Appathon 2015   | <b>Oct 2015</b> |
| <i>Solve 2 by 2 cubes by taking pictures of their sides</i>   |                 |
| <ul style="list-style-type: none"><li>Developed Android app to acquire cube faces through the camera, processed image data with color detection algorithm</li><li>Coded Rubik's cube algorithm to display solution steps back to user</li></ul>   |                 |

**LEADERSHIP:****Southeast Asian Student Association (SEASA), *Treasurer*****Jan 2016 – Current**

- 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