

Jimmy Jiang

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Education

Temple University Philadelphia, PA

Aug 2020 – May 2024

Bachelor Degree

Concentration: Computer Science

Affiliations: Association for Computer Machinery (ACM), Temple Data Science Community

Professional Experience

Headstarter, Remote

Jul 2024 – Present

Software Engineer Fellow

- Creating 5 AI Projects gaining skills with the MERN stack and experience using NextJS, OpenAI, Pinecone, and more.
- Developing from design to deployment, leading 3+ engineering fellows and using MVC design patterns.
- Coached by Capital One, Amazon, and Bloomberg engineers on CI/CD, Agile, microservice patterns, and Git.
- Create and maintain documentation to capture software design and implementation, internal processes, and operations.

Labware, Wilmington, Delaware

Jun 2023 – Aug 2023

Software Engineer Intern

- Acquired proficiency in the Smalltalk programming through mentorship from industry veterans through applied understanding of algorithms and data structures.
- Implemented projects under mentor supervision, ensuring functionality and performance met project requirements.
- Collaborated with 5 other interns to design and develop fully interactive user interfaces based on client specifications to deliver quarterly goal.
- Continuously learn new technical skills and knowledge under the mentorship of senior team members to meet the evolving needs of the team and the platform.

Discord, Remote

May 2022 - Jan 2024

Tutor

- Mentored 10+ students through Temple University Discord Server with little to no supervision and provide great results.
- Conducted private one-on-one sessions via voice calls to help students grasps coding concepts through creative and tailor lessons based on the student's needs.
- Assisting students with the completion and understanding of assignments, additionally reviewing and reteaching concepts as necessary.
- Prioritize outcomes and student learning which achieved an average improvement of 10 percent in student homework assignment grades

Temple University, Philadelphia, PA

Aug 2023 - Dec 2023

Data Science Teaching Assistant

- Prepared weekly lab lectures to reinforce course content and provide assistance with lab assignments
- Graded assignments and provided constructive feedback on assignments for 60+ students by using the grading rubric provided by the instructor.
- Provide additional supports to students through conducting one-on-one sessions to address individual student questions.
- Promotes communication between faculty and student by communicating with faculty when there is a problem or concern, or need for clarification on course material.
- Facilitate instruction by implementing interventions and supplementary instruction that will address the identified needs of students.

Technical Projects

LeetCode Discord Bot | <https://github.com/jimmy70111/leetcode-sql-java-bot>

Jun 2024 – Jul 2024

- Designed and implemented a Discord bot to streamline LeetCode user interactions and information retrieval
- Developed automated features for daily problem notifications, user management, and leaderboards, with data stored in an SQL database
- Integrated LeetCode API for real-time interaction and hosted the bot 24/7 using Heroku
- Technologies Used: Java, Maven, SQL, MySQL, Git, REST API

ThrillTyper | <https://github.com/Capstone-Projects-2024-Spring/project-thrilltyper>

Jan 2024 – May 2024

- Developed an online typing racer game web application, ThrillTyper, offering various single-player and multiplayer modes including robot opponent mode, custom mode, dynamic mode, and online multiplayer
- Designed and implemented user authentication, account management, dashboard, and leaderboard features
- Integrated WebSocket technology for seamless real-time communication, enhancing multiplayer gameplay
- Technologies Used: JavaScript, Python, HTML, CSS, Socket.IO, Flask, REST API

TFT Discord Bot | <https://github.com/cis3296f23/03-TFTDiscordBot>

Oct 2023 – Dec 2023

- Designed and developed a Discord bot tailored for Teamfight Tactics (TFT) by Riot Games, a popular multiplayer strategy game
- Engineered dynamic features, enabling real-time retrieval of TFT game data through Riot Games' APIs
- Created specific bot commands such as Summoner, Item, Component, Match, Help, Droprates, and Rank to enhance user's experience and provide comprehensive TFT game statistics
- Technologies Used: Python, REST API, Git

Skills

Programming Languages: Java, SQL, Python, JavaScript, Smalltalk, C, HTML, CSS

Frameworks: Angular, React.js, Spring Boot, Flask, Rest API, socket.io

Software: Git, VS Code, MATLAB, Linux Server, MySQL, Labware LIM