

# Jimmy Jiang

[jimmy.jiang@temple.edu](mailto:jimmy.jiang@temple.edu) | +1-267-939-0685 | <https://www.linkedin.com/in/jimmy-jiang-062abb1b7/> | <https://github.com/jimmy70111>

## Education

### Temple University

August 2020 – May 2024

*Bachelor of Science in Computer Science*

*Philadelphia, PA*

- Relevant Courses: Software Design, Data Structures and Algorithms, Operating Systems, Low-level and Systems Programming, Automata Theory
- Affiliations: Association for Computer Machinery (ACM), Temple Data Science Community
- Pursued Computer Security and Digital Forensics Certificate

## Experience

### Software Engineer Intern

June 2023 – August 2023

*Labware*

*Wilmington, Delaware*

- Acquired proficiency in the Smalltalk programming language through mentorship from industry veterans
- 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

### Tutor

May 2022 - January 2024

*Discord*

*Remote*

- Mentored 10+ students through Temple University Discord Server
- Conducted private one-on-one sessions via voice calls to help students grasp coding concepts
- Achieved an average improvement of 10 percent in student homework assignment grades

### Data Science Teaching Assistant

August 2023 – December 2023

*College of Science & Technology @ Temple University*

*Philadelphia, PA*

- Prepared weekly lab lectures to reinforce course content and provide assistance with lab assignments
- Graded assignments and provided constructive feedback for 60+ students
- Conducted one-on-one sessions to address individual student questions

## Technical Projects

### TrillTyper | *JS, Python, HTML, CSS*, | <https://github.com/Capstone-Projects-2024-Spring/project-thrilltyper> January 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

### TFT Discord Bot | *Python, Git*, | <https://github.com/cis3296f23/03-TFTDiscordBot> October 2023 - December 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

### World Handicapping System | *Smalltalk*

August 2023

- Developed and implemented a robust user interface(UI) aimed to managing golf handicaps and player statistics
- Designed and implemented context menu options for editing, creating, and deleting rounds, while ensuring smooth integration with the database infrastructure
- Efficiently managed course data presentation, ensuring correct ordering and avoidance of duplications
- Featured automatic calculation updates and responsive "Save" and "Cancel" system for data changes

## Technical Skills

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

**Frameworks:** Angular, React.js, Spring Boot, Flask, JDA (Java Discord API), socket.io

**Software:** Git, VS Code, MATLAB, Terminal Programming, Linux Server, MySQL, Labware LIMS