Keziah (Jia-Yi) Jian

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Skills

Programming Languages: Python(Advanced), C#(Advanced), SQL(Advanced), BASH(Advanced), JavaScript(Medium) **Tools:** Git, Shell, Unity, AWS, VR - Oculus, Power BI, Tableau, UI/UX Design - Figma, Sketch, MySQL, JIRA, Confluence

Education

Certificates:

- Coursera Data Structures and Algorithms Specialization by UCSD & HSE University (course 1-2 of 6)
- Coursera Python for Everybody Specialization by University of Michigan (course 1-4 of 6)
- Udemy VR Development Fundamentals with Oculus Quest 2 And Unity

University of Illinois at Urbana-Champaign Champaign, IL

Aug. 2019 - May. 2021

Master of Science in Information Science (GPA: 3.83/4.00)

Coursework: Python, Database Systems, Database Design, Business Intelligence (Power BI, Tableau), Data Cleaning,

Web Development with Python Django, Information Modeling, Human Interaction System

Fu Jen Catholic University Taipei, Taiwan

Sept. 2013 - Jun. 2017

Bachelor of Business Administration of Finance and International Business

Projects

VR-Immersive Learning

- Led the development of vector calculus lab, a VR game built on Unity framework with Oculus Rift in C#
- Applied Unity3D animations to demonstrate and concretize physics phenomena such as boundary condition
- Developed creative user teleportation to create an immersive experience in the VR scene
- Designed features such as grabbing objects and responsive feedbacks for great UI/UX and a smooth game flow

Recipes

- Built a RESTful recipe-sharing website with Python Django
- Designed **ER models** of 19 tables to support features such as user login, permission control, and administration
- Supported database management such as maintenance, migration, and deployment

InstaFood

- Built a **full-stack** restaurant recommendation system
- ullet Downloaded and parsed restaurant data from Yelp and stored them in MySQL
- Maintained user network with Neo4j and made restaurant recommendations accordingly
- Conducted high-responsive user interface components by JavaScript and React.js

Professional Experiences

University of Illinois at Urbana-Champaign Champaign, IL

Virtual Reality Lab Developer

Aug. 2020 – Jun. 2021

- Boosted the first VR lab in the US to help the education of electromagnetism through VR technology
- Contributed to VR projects published in the prestigious education conference, American Society for Engineering Education
- Designed and implemented physics algorithms, experiment scenarios, and interactive quiz questions
- Collaborated with talents from ECE, CS and UI/UX professionals to build VR games by Unity Engine and C#

Digital Forest Technologies Taipei, Taiwan

ITSM Business Analyst

Feb. 2018 – Jun. 2019

- Analyzed network traffic and system performance to prioritize UI/UX requirements and hence increased performance by 50%
- In charge of prepared and implemented support system for games with over 100,000 daily players in the Asia market
- Reduced 50% time to export performance report by optimizing **SQL** queries in the **Business Intelligence** tool
- Operated and monitored database server, application server, and web server on AWS
- Enhanced and beautified over 50 notification emails sent from the company's IT system by **HTML** and **CSS**
- Coordinated with cross-functional teams to operate the system migration and resolved system errors and technical issues
- Designed reports to demonstrate response and resolve time of over 300 support tickets per month logged by customers
- Created and maintained user manuals, technical manuals, operation descriptions and provided end-user training

Microsoft Taipei, Taiwan

Marketing Intern

Jul. 2016 – Jul. 2017

- Collaborated with Microsoft partners to manage over 30 SQL Server and Azure webinars attended by over 500 developers
- Produced monthly sales analysis reports by Microsoft Excel for executives to make business decisions
- Managed 400+ customer leads from marketing campaigns and webinars by Microsoft CRM system