

Kevin Jiang

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Skills

Languages: Java, Python, JavaScript, Bash, C++, HTML, CSS/SCSS, Excel VBA
Java Tooling: JUnit 5, JSoup, Maven, Swing
Web Frameworks: React, Node.js, Express, Bootstrap, Handlebars
General Tooling: Google Cloud Platform, AWS, TravisCI, Git
Misc: Linux, Multi-threading/Concurrency, Chrome Extensions

Education

University of Waterloo

Waterloo, Canada

CANDIDATE FOR B.ASC IN MANAGEMENT ENGINEERING

Experience

SpartaHacks — spartahacks.ca

Guelph, Canada

WEB DEVELOPER AND MENTOR (2019), ORGANIZER (2018) | BOOTSTRAP, JQUERY, CSS

Mar 2018 – Present

- Designed and developed responsive, mobile-first website for the SpartaHacks IV event using **Bootstrap**, **JS**, and **CSS**
- Optimized the website's total external assets to **30% of original size**, saving 11.3MB
- Streamlined logistics and acquired **3 sponsors** for the hackathon
- Returned as a mentor to aid participants with their projects

RipMe – Open Source Web Scraper

🐙 /RipMeApp/RipMe

MAINTAINER AND CONTRIBUTOR | JAVA, JSOUP, SWING, JUNIT, TRAVISCI

Dec 2017 – Aug 2018

- Fixed bugs and reviewed PR's from other contributors, resulting in dozens of commits being merged
- Used **continuous integration** and **automated regression testing** to ensure the 86+ websites supported in the **1600+ starred** repository remained functional
- Wrote documentation and unit tests for existing classes, increasing code coverage of affected classes

StarterHacks Hackathon

Waterloo, Canada

JUDGE & MENTOR (2020), MENTOR (2019)

2019, 2020

- Judged hacker projects and provided immediate on-site assistance and general guidance for 80+ participants in **Java**, **JavaScript**, and **Python** projects over the 2 day hackathon

Projects

FaceGalaga

🐙 /FaceGalaga

OPENCV, JAVA, PROCESSING

- Developed a top-down spaceship shooter game using **OpenCV** for facial recognition for controlling the player
- Created the game engine in **Java**, including an animation queue, collision detection, and camera controls.
- Applied object-oriented design to increase maintainability and extensibility

Spotify Playlist Organizer

🐙 /Spotify-Playlist-Organizer

REACT, NODEJS, EXPRESS

- Minimized the disruption between tracks quantitatively, such as improving the flow of Bruno Mars' 24k Magic album by **38%**
- Keeps key changes harmonious, and **minimizes** the differences of the song's attributes between tracks (e.g. energy, danceability)
- Used **Node.js**, and **Express** for the web server, and using Passport.js for authentication and session management

LitDubs

🐙 /lit-dubs

PYTHON, FLASK, GOOGLE CLOUD PLATFORM, CHROME EXTENSIONS

- Launched a web-app that produces near real-time dubbing of audio onto YouTube videos in another language, opening educational content (e.g. Khan Academy) to the rest of the world, using Google WaveNet voices for realistic results
- Deployed the **Flask** backend onto **GCP**, with custom created **Python** modules for **multithreaded** and optimized downloads
- Created a **Chrome extension** to enable easy access with a single click