KEVIN JIANG

kevin.jiang@columbia.edu | (973) 738-0939 | www.thekevinjiang.com

Education

Columbia University New York, NY

- B.A. in Computer Science | GPA: 3.77 / 4.0 Expected: May 2019
- *Relevant coursework:* Computer Graphics, Computer Vision, Artificial Intelligence, Natural Language Processing, Introduction to Systems in C and C++, Computer Science Theory, Data Structures in Java, Strategic Design

Newark Academy Livingston, New Jersey

- Cum Laude Society | International Baccalaureate | GPA: 3.95 (/4.0) | SAT: 2300 May 2015

Professional Experience

BNY Mellon New York, NY

Summer Associate Summer 2017

- Built a data visualization tool in Microsoft HoloLens that demonstrated tangible business applications of augmented reality tools
- Prototyped dashboards for Asset Strategy View, a big data product that generates market intelligence across $1.8 trillion in assets
- Produced marketing video centered around my internship experience and saved ~$30k in budget normally allocated for third party digital media contractors: https://youtu.be/YeiR3Zh2H9Y

Freelance Digital Artist New York, NY

Digital Media Production | www.thekevinjiang.com December 2015 - *Present*

- Professional photography, film production, motion design, and graphic design
- Clients include the United Nations, Lincoln Center, The Juilliard School, Yin Yue Dance Company, and Estelle Finkel

Columbia Photography Association New York, NY

President October 2015 - *Present*

- Adobe Creative Cloud Campus Ambassador for Columbia University
- Developed Python scripts to automate job-handling workflow, book keeping, and content management
- Coordinates 150+ paid jobs per semester with clients both on and off campus
- Oversee operations and delegate responsibilities for 7 board members and 30 student photographers

Projects

Rubik's Cube Solver April 2018

- Uses OpenCV to scan sticker colors on a scrambled Rubik's Cube
- Implemented Kociemba's algorithm to find optimal solution for any valid cube state

"Raytra" 3D Renderer September 2017

- Developed C++ program that parses SCN files and renders photo-realistic 3D scenes
- Implemented functionalities such as Monte Carlo ray tracing, diffuse shading, reflections, and refraction

Asset Strategy View (ASV) Augmented Reality July 2017

- Built interactive Microsoft HoloLens data visualization tool for ASV API using Unity Gaze Controls and Gestures
- Designed and animated 3D models and interface in Unity

Technical Skills

- **Languages:** Python, C, C++, Java, HTML, CSS, Javascript
- **Tools:** OpenCV, OpenGL, TensorFlow, Git, UNIX, Sass, Bootstrap, AngularJS, Flask, NodeJS, Highcharts
- **Digital Media:** Adobe Photoshop, Premiere, After Effects, Final Cut, Cinema 4D, Sony Alpha, Canon EOS

Activities

Award-winning Jazz musician

- Perform professionally on trombone and saxophone at major venues across New York, San Francisco, and Japan
- Recipient of national-level awards from Lincoln Center, Manhattan School of Music, and the Monterey Jazz Festival.

Rubik's Cube Speedsolver

- Record solve time: 7.54 seconds. Ranked top 10% worldwide by the World Cube Association
- Taught a class of elementary school students to solve Rubik's Cubes using a basic method consisting of 7 algorithms