Nanxin Jin

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EDUCATION

PURDUE UNIVERSITY   EXPECTED DEC 2017
Bachelor Degree of Science
Majors: Computer Science   Minors: Economics   GPA: 3.53/4.0

PROJECTS

iPay
- An IOS(**Swift, Express js**) social application of my start-up company with two partners, which helps young people to organize parties and making new friends.

BUS BUDDY
- Lead a team to design a bus tracking and navigation app for a visually impaired in IOS(**Swift**).
- Communicated and negotiated with customers on their requests(**Scrum**).

Pixell
- Implemented a cross-platform application (**ReactNative, Node js**) for students to sell and buy used items.
- Provided IOS and Android version to users with lots of features (Market, Chat, etc.).

EZDecide
- Designed an IOS (**Swift**) application to help users overcoming decidophobia(Fear of decision-making).

CIRCULATION
- Lead a team to design a Web (**HTML, CSS, JS**) application of second-hand market for university students.

INTERNSHIP

LENOVO CORPORATE RESEARCH & DEVELOPMENT, Beijing   MAY 2015 – AUG 2015
- Interned with Lenovo's Enterprise Cloud Service programming team.
- Analyzed all of different public cloud products and different logistics visualization plans.
- Translated Zadara Storage Cloud Whitepaper.
- Compiled Lenovo Cloud Management Platform user's guide.
- Interpreted meetings of Zadara and Lenovo ECS Sales and Marketing Department.

EXPERIENCE

UNDERGRADUATE TEACHING ASSISTANT, COMPUTER SCIENCE Dept.   JUN 2016 – PRESENT
Instructed and guided students in help session with their projects and assignments for undergraduate level **Data Structures and Algorithms** course and **Software Testing** course.

SUMMER DEVELOPMENT POOL, COMPUTER SCIENCE Dept.   JUN 2016 – AUG 2016
Designed projects and assignments for undergraduate level **Data Structures and Algorithms** course.

EPICS PROJECT LEADER   AUG 2016 – PRESENT
Lead a team to design an **IOS** app for a visually impaired with bus tracking and navigation system.

PURDUE VIRTUAL REALITY CLUB PROGRAMMER   SEP 2015 – PRESENT
Designed interface and UI of VR games, provided game story ideas.

PURDUE GYM SUPERVISOR, Co-Rec   JUL 2014 – PRESENT
Organized belay staff, dealt with emergency issues and provided belay certification test.

AWARD

PURDUE SCIENCE DEPARTMENT SEMESTER HONOR   SPRING 2014 & FALL 2015 & FALL 2016