

# Olivia Jiang

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## EDUCATION

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### CORNELL UNIVERSITY

Ithaca, NY

*B.S in Computer Science; minor in Operations Research: GPA 3.78 (Dean's List)*

**Aug. 2022 - May. 2026 (Expected)**

## PROFESSIONAL AND LEADERSHIP EXPERIENCE

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### AZURE BIOSYSTEMS

**May 2024 - Present**

*Software Engineering Intern*

*Dublin, California*

- Revitalized the ChemiSOLO product web page by leading the integration of Vue.js and advanced web development technologies, significantly enhancing user interaction and visual appeal
- Collaborated with designers to implement a modern interface that focused on enhancing user experience

### CORNELL APPDEV

**February 2024 - Present**

*Android Developer for Eatery*

*Ithaca, NY*

- Developed the Android app, Eatery, in Kotlin, utilizing Jetpack Compose and the MVVM architecture, with over 10,000 monthly active users.
- Spearheaded the design and implementation of 15+ screens and features, boosting user retention by 20%

### CORNELL UNIVERSITY

**February 2024 - Present**

*AEW Facilitator for CS 3110*

*Ithaca, NY*

- Led weekly academic excellence workshops focused on the principles of functional programming using OCaml, enhancing the understanding of complex concepts among participants
- Designed comprehensive lesson plans and engaging worksheets tailored to reinforce course material

### FOODCLUB

**November 2023 - March 2024**

*Android Developer Intern*

*Remote*

- Contributed to the development of the startup's Android application using Kotlin, collaboratively working within a team framework and under MVVM architecture
- Used Git for version control, contributing to over 200 commits that maintained a consistent workflow across the development team

### CORNELL UNIVERSITY

**August 2023 - March 2024**

*Undergraduate Researcher*

*Ithaca, NY*

- Developed computer vision Python scripts that automated map visual analysis for Kisumu, Kenya, reducing data processing time by 40%

## PROJECTS

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### LE PETIT RACCOON

**Jan. 2021 - Jan. 2021**

- Spearheaded development of 'Le Petit Raccoon', a Java-based game created with libGDX, which garnered the 'Most Innovative' and 'Audience Favorite' awards at the Cornell 2024 GDIAC showcase.

## SKILLS

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- **Language:** Python (advanced), Java (intermediate), Kotlin, OCaml, Swift, HTML5, CSS, JavaScript, C#, SQL
- **Coursework:** Object Oriented Programming & Data Structures, Optimization Mathematics, Web Development, Data Structures & Functional Programming, Linear Programming, Algorithms
- **Tools and Frameworks:** Jetpack Compose, Bootstrap, ReactJS, Vue.js, IntelliJ, VS Code, MySQL, LibGDX, Design Stacks (Adobe Illustrator, Photoshop, Procreate), Unity, Jupyter Notebook, Excel, Word, Powerpoint