PENG JIANG

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Education

Bachelor of Science: Computer Science and Mathematics double major

Fall 2016 - Spring 2020

University of Colorado Boulder Senior CS Major GPA: 3.3 Boulder, CO

Skills

Programming languages: C++, Python, JavaScript, PHP, Java

Experienced with mini program development on WeChat using JavaScript, WXML, WXSS (very similar to HTML and CSS)
Made a 3D game called "Wrecking ball" via Unity with a little bit C# programming

Taught myself JavaScript, HTML5, CSS3, WXML, WXSS, MySQL, VBA, Photoshop CS6, Edius

Currently using Sublime Text, Jupyter Notebook, PopSQL, WeChat Web DevTools, VMWare, Linux, OS X, Windows 10 Used to use Code Blocks, Geany, Virtual Box

Experienced with basic office tool: **Microsoft Word**, **PPT**, **Excel** (primarily used during the summer internship in 2018) Speaking English (good) and Chinese (native)

Projects

"Wrecking Ball" - a 3D game made via Unity

Aug 2019 – Sep 2019

- The player controls a ball and accomplish eight challenging and entertaining levels
- All works were done by myself including graphics, colors, background music, physics engines, codes etc
- Using C# as logic programming language to achieve player controls, music settings, action on collisions etc
- Game can be downloaded via my web portfolio: peji8559.github.io

"Wifiology" – a tool to keep tracking wifi traffics in certain aera

Jan 2019 - May 2019

University of Colorado Boulder – Software Dev Methods and Tools class team project

Boulder, CO, USA

"Is Norlin Library crowded now?" How can you answer that if you are not currently in Norlin Library? The answer is "Wifiology". We use a wifi adapter to fetch wifi traffics and analyze the data to estimate how many pcs are currently using wif and that leads to approximation of people in that area.

- Users could register and log in to the website as normal user or admin (The website is closed a month ago)
- Normal users could check wifi status, connected pcs, estimation of people (crowded or not), list of users etc
- · Admin had access to more details such as database nodes, edit pages, user flow on the website etc
- We used PostgreSQL, Node.js, Java, HTML, CSS, JavaScript to build both frontend and backend of the Website
- An Android app was also available but has less details and functions (more details in peji8559.github.io)

Work History

Web Developer & Server Administrator - Part-Time

Feb 2019 - Present

University of Colorado Boulder – Physics Department

Boulder, CO, USA

- Working on physicslearning.colorado.edu that instructors could request demos for their incoming lectures
- My job is to maintain the server including database updating, data uploading, system backup, binding website certificates, adding new features to the website and debugging if there are some issues
- Always communicate to the manager and instructors to make the website more user friendly
- Coding in PHP, JavaScript, HTML, CSS and MySQL

Data Analyst - Internship

May 2018 - Jul 2018

Qianxingniwo Technology Co., Ltd

Chengdu, Sichuan, China

- Collected accurate data of products that our company currently doesn't have
- Analyzed the performance of those products on the market to help the company to make decision
- The manager commented my statistics was very useful and they had a person took over my job after I left