

PENG JIANG

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Education

Bachelor of Science: **Computer Science and Mathematics** double major
University of Colorado Boulder Senior CS Major GPA: 3.3

Graduation: May 2020

Skills

Programming languages: **Python, C++, JavaScript, PHP, Java, C# (on Unity)**

Experienced with mini program development on WeChat using **JavaScript, WXML, WXSS** (very similar to HTML and CSS)

Self-taught **JavaScript, HTML5, CSS3, WXML, WXSS, MySQL, VBA, Photoshop CS6, Edius**

Knowledge of **Data Structure, Algorithm, Object-Oriented Analysis & Design, Artificial Intelligence**

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: **G-suite, Microsoft Word, PPT, Excel** (primarily used during the internship in 2018)

Speaking English (good) and Chinese (native)

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 can 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 etc
- Redesigned shopping cart page and added features that instructors could add demo to multiple sections
- Made administrators able to upload unlimited videos with the same format and fixed the layout problem
- Always communicate with 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 didn't have
- Analyzed the performance of those products on the market to help the company make decisions
- The manager commented my work was very useful and they created a position for after I left

Projects

“Zombie Island” – a 3D game made via Unity

Oct 2019 – Dec 2019

University of Colorado Boulder – Object-Oriented Analysis & Design semester team project

Boulder, CO, USA

- The player can move around, sprint, jump and shoot enemies
- Used C# to achieve player controls, enemy management, shooting logic, Scene management etc.
- Game can be downloaded via my web portfolio with detailed information: peji8559.github.io

“Wifiology” – a tool to keep tracking wifi traffic in certain area

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 traffic and analyze the data to estimate how many pcs are currently using wifi 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 was 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)