Stanley Jiang

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Education

Cornell University   August 2021 – May 2024 (Expected)
  – Computer Science Major, 4.084/4.00 GPA
  – Courses: Object-Oriented Design and Data Structures - Honors, Data Structures and Functional
    Programming, Discrete Structures, Introduction to Analysis of Algorithms, Introduction to Machine
    Learning, Computer System Organization and Programming

Experience

Frutto Research Group, Summer Intern   June 2022 – August 2022
  – Used Solidity and ReactJS to help build a decentralized exchange (DEX) operating on the Avalanche Fuji
    Testnet and verified token swapping under various price fluctuations.
  – Researched capital inefficiencies in decentralized markets and proposed the adaptation of the Proactive
    Market Making (PMM) algorithm to a multi-token pool, contributing to our presentation and project
    proposal at the 2022 IC3 Blockchain Camp.

Cornell University, Undergraduate Consultant   August 2022 – December 2022
  – Assisting in grading exams, answering questions, and holding office hours for CS 2112: Object-Oriented
    Design and Data Structures - Honors

Projects

The Whether Bee – Instant Messaging Web Application, github.com.stanleyjiang25/Webchat
  – Created a fully-functioning instant-messaging web application with chat bots for users to talk to.
  – Used OCaml (including Opium and Caqti third-party libraries) to create endpoints on our back-end system
    and support other back-end functionality.
  – Efficiently stored and queried user data in a database with PostgreSQL.
  – Built a graphical front end in a web browser using Javascript and VueJS.

Trainstris – Tetris Training Platform, github.com/stanleyjiang25/Trainstris
  – Created a one of a kind Tetris training platform using ReactJS.
  – Produced revolutionary scoring methodology to evaluate Tetris board states and end mindless practice.

Simulating Evolving Artificial Life
  – Created a simulation of a simple world of critters that interact with each other and the surrounding terrain
    and evolve through mutations to the code responsible for their behavior.
  – Built a graphical front end using JavaFX.
  – Implemented a fully functional programming language by creating a parser and interpreter with Java.

Activities

Math Talk on Bézier Curves, stanleyjiang25.github.io/BezierCurves.pdf   May 2021 – August 2021
  – Explored the mathematical modeling capabilities of Bézier curves on polynomial functions to assess the
    possibilities and limitations of Bézier curves in computer graphics.
  – Proved the existence of an exact representation of any interval of any polynomial curve through a recursive
    construction of control points of a Bézier curve.

Programming Languages and Frameworks: Java, OCaml, C++, Solidity, HTML/CSS, Javascript,
ReactJS, PostgreSQL, VueJS, LaTeX, JavaFX
Clubs: Cornell Science Olympiad, Cornell Undergraduate Math Club
Awards: 2x Princeton University Mathematics Competition Individual Finalist, Harvard-MIT Math
Tournament 3rd place team, 6x AIME Qualifier
Interests: Tetris, piano, drawing, clarinet, and overused jokes