

# Leon Jiang

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## EDUCATION

### UNIVERSITY OF WATERLOO

#### SOFTWARE ENGINEERING

Expected 2017 | Waterloo, Ontario

## SKILLS

### LANGUAGES

proficient

Python • Java • Objective-C • Lua

familiar

GLSL • JavaScript

### TECHNOLOGIES

Web Development

Django • MongoDB • Redis

Big Data &amp; ML

Hadoop • Spark • scikit-learn

Mobile Development

iOS • Android

Computer Graphics

Unity3D • OculusVR • OpenGL

## LINKS

Github:// [titangate](#)LinkedIn:// [nanyi-jiang](#)

## AWARDS

2009 Canadian Computing Challenge

Western Canada Champion

Engineering International Student

Entrance Scholarship

## PROJECTS

**Subliminal** (Contributor)

A framework for iOS integration tests

**MLGestureRecognizer**

A gesture recognizer with SVM classifier

**Cloud Painter**

An real-time interactive cloud graphics simulation powered by GPU

## EXPERIENCE

### A THINKING APE | SOFTWARE ENGINEERING CO-OP

Sept 2014 – Dec 2014 | Vancouver, BC

- Worked on a user acquisition platform using real-time ad bidding
- Optimized infrastructures and achieved a 40% improvement in response time
- Designed and implemented analytics APIs with Spark and Hadoop, yielded insights that help to create targeted, cost effective mobile advertisements

### WISH (CONTEXTLOGIC) | MOBILE ENGINEERING INTERN

Jan 2014 – April 2014 | San Francisco, CA

- Increased purchase conversion by up to 7% for a multi-million revenue business by A/B testing mobile client features and analyzing usage data
- Revamped iOS and Android client interface for an editorial feature on iOS Appstore and Google Playstore
- Implemented a product reviews system and improved customer support flow

### INKLING | IOS ENGINEERING INTERN

May 2013 – Aug 2013 | San Francisco, CA

- Developed in-app purchase user experience for Inkling Reader
- Implemented custom gesture recognizers and transition animations

### PUYOU INC. | GAME DEVELOPER

Oct 2009 – Dec 2009 | Shanghai, China

- Developed a user interface for iOS game Shoot the Magic
- Implemented a OpenGL resource manager and font render system

## EXTRACURRICULAR

### DOGEFIGHTERS | 2014 A THINKING APE CO-OP HACKERTHON

A multiplayer, aerial combat game with Oculus Rift support

### UMENTIONED | IOS TEAM LEAD

May 2013 – Aug 2014 | Waterloo, ON

Lead developer of iOS client for uMentioned, implemented core features involving physics engine and CPU accelerated image effects. Drove more than 500,000 page views a day within 1 month of release

### I AM SAM | 2014 SAN FRANCISCO GLOBAL GAME JAM

A co-operative puzzle game for two players, where each player controls one half of a bifurcated spirit wandering through a haunted house.

### EH VIDEO GAME DEVELOPMENT CLUB | FOUNDER

2012 – 2013 | Vancouver, BC

Highschool club founded where I managed a team of story writers, artists and programmers, together built a top-down action game with love2d; utilized physics engine, custom GLSL shaders and FSM-driven AI