Tyler Jiang

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EDUCATION

Brown University
B.Sc. in Computer Science
Expected Grad. May 2021
GPA: 4.0 / 4.0

Nashua High School North
Sept. 2013 - June 2017
Graduated salutatorian
(2 out of ~450 people)

COURSEWORK

Machine Learning*
Intro to Software Engineering
Intro to Computer Systems
Intro to Discrete Structures and Probability
Accelerated Intro to CS (Data Structures and Algorithms)
Honors Statistical Inference I
Linear Algebra
Honors Multivariable Calculus
* in progress

SKILLS

Languages
Java, JavaScript, Python, C, Swift, Pyret (functional)

Frameworks/Libraries
Angular, jQuery, Django, React, Spring Boot, Vue.js

Databases
PostgreSQL, SQLite

Platforms
AWS, Heroku

Tools
Jira, Git, BitBucket, Confluence

Methodologies
Agile

LANGUAGES

English (fluent)
Chinese (intermediate)

EXPERIENCE

Fidelity Investments May - August 2018
Software Engineering Intern

- Rebuilt the front-end of an internal tool used by 4,000+ representatives, 20,000+ total registered users with Angular/TypeScript
- Extended another full-stack web app to retrieve data about the team's environments and deployed applications (Angular & Java/Spring Boot)
  - Sped up a task that checks application statuses by ~120x by moving it to Java and implementing threads
- Led and participated in Agile retrospective and stand-up meetings

Brown Political Review - Data Board Jan 2018 – Present
Associate Director/Lead Platform Developer

- Supervise and lead a team of 17 data journalists to produce infographics and data-driven articles
- Led a team of three to build a web platform for student-written articles and data visualizations with Django, Python and PostgreSQL
- Deployed on AWS with Elastic Beanstalk, ~2,000 visitors since April

Brown University Computer Science Jan 2019 – Present
Undergraduate Teaching Assistant - Intro to Software Engineering

- Responsible for grading and holding hours on SWE concepts (e.g. testing, databases, building full-stack applications)

PROJECTS

Elephluent HTML, SASS, jQuery, Java, MongoDB
Front-end lead for a team of four, launched a web app that teaches children languages w/ interactive, speaking/listening games.

Designed a UI for kids focused on sight and sound and built a generalized system for displaying lesson and progress data.

Maps Java, SQLite, HTML, CSS, jQuery
Built a full stack, interactive Google Maps clone with a partner.

Implemented a k-d tree and Dijkstra's algorithm on a dynamically generated graph with Java, map rendering with HTML Canvas.

Google Calendar Automator Python
Created a tool that can find a schedule on a web page and upload each event to Google Calendar. MAHacks 2017 Prize Winner.

AWARDS

American Computer Science League All-Star Finalist

- Top 25 in the division (nationally), invited to participate in the All-Star Contest, a national competition for top scoring teams

American Regional Mathematics League Team High Scorer

National Merit Finalist, National AP Scholar (5/5 on 10 exams)

Scholarships: Mathsis Math Achievement Award, Charles E. Austin Scholarship, Ralph and Alice Burns Scholarship