JAKE W. CHIANG

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EDUCATION

University of Washington, Seattle   *Present*
Seattle, WA

Santa Rosa Junior College   *Summer 2014*
Introduction to C++

UC Berkeley   *Summer 2012*
ID Tech Workshop: Unreal Engine 3D Game Design

EXPERIENCE

University of Washington Computer Science and Engineering
CSE 142, 143 Teaching Assistant   *Fall 2016 – Present*
- Preparing and teaching sessions for the introductory programming course twice a week, grading, and providing feedback on assignments and exams
- Helping students in the Introductory Programming Lab

University of Washington UWROV Team
2016 MATE International ROV Competition   *Fall 2015 – 2016*
- Computer engineering. Developed camera and sensor display and controller interface.

VFX (Visual Effects) For Kids!
Assistant Instructor   *Summer 2014*

Mark Day School
Assistant Teacher, SuperTech Summer Camp   *Summer 2012*

SKILLS

Programming Languages	Java, C++, C#, Python, Bash
Web Technologies	HTML, CSS, JavaScript, jQuery, PHP, XML, JSON, AJAX, SQL
Tools	Git, Vim
Operating Systems	Mac OS, Unix based
Software	Photoshop, After Effects, Blender, Microsoft products

INTERESTS

- Applications of machine learning in games
- 3D graphics and particle engines
- Computer science concept visualizations
- Competitive programming
- Cryptography
- Woodworking
- Logic puzzles
- Rock climbing

PORTFOLIO AND REFERENCES

http://www.students.washington.edu/jchiang2
References available upon request