

JAKE W CHIANG

jakechiang.com

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EDUCATION

University of Washington, Seattle

2015-2019

Double major in: **Computer Science**

Applied and Computational Mathematical Sciences

Dean's List: **Annual Dean's List 2015, 2016, 2017 (15 Quarters)**

Purple & Goal Academic Merit Scholarship

EXPERIENCE

Fable Studio

VR Interaction Developer Intern

Summer 2018

- Prototyping and scripting interactive sequences and modules

University of Washington Computer Science and Engineering

CSE 142, 143, 311 Teaching Assistant

Fall 2016 – Fall 2017

- Preparing and teaching sessions for the course up to twice a week
- Grading, and providing feedback on assignments and exams
- Helping students in the Introductory Programming Lab and workshops

University of Washington Underwater Remotely Operated Vehicle Team

2016 MATE International ROV Competition

Fall 2015 – Fall 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, C#, Bash, SQL, R, MATLAB

Web Technologies

HTML, CSS, JavaScript, jQuery, AJAX

Tools

Git, Bash, LaTeX

Operating Systems

Mac OS, Linux, Windows

Software

Unreal Engine, Photoshop, After Effects, Blender 3D, Modo

PROJECT PORTFOLIO AND REFERENCES

jakechiang.com — github.com/veylence

References available upon request

- "Fortuna" - UCI chess engine
- Multi-dimensional scaling automation tools
- "Bigboard" - NxM bitboard implementation
- Algorithm visualizations:
 - Pathfinding, sorting, recursive backtracking

INTERESTS

- Artificial intelligence
- VR and digital interaction
- Algorithm and data visualization
- Competitive programming
- Cryptography
- Drawing and painting
- Rock climbing