JAKE W CHIANG

jakechiang.com

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EDUCATION

University of Washington, Seattle   *Fall 2015 – Present*
Double major in: **Computer Science**
                           Applied and Computational Mathematical Sciences

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, MATLAB
Web Technologies	HTML, CSS, JavaScript, jQuery, SQL, AJAX
Tools	Git, Bash, Vim, LaTeX
Operating Systems	Mac OS, Linux, Windows
Software	Photoshop, After Effects, Blender 3D, Modo, Microsoft products

INTERESTS

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

PORTFOLIO AND REFERENCES

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References available upon request