

VINCENT JIANG

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EDUCATION

Cornell University

Bachelor of Science, Computer Science

Ithaca, NY

August 2021 — Expected May 2025

- GPA: 3.9
- Relevant Coursework: Distributed Systems, Web Development, Backend Development, Databases, Operating Systems, Functional Programming, Applied High-Performance and Parallel Computing, Machine Learning, Algorithms, Object-Oriented Programming

EXPERIENCE

Roblox

Software Engineer Intern

San Mateo, CA

May 2024 — August 2024

- Automated CI/CD workflows for metrics data generation and anomaly detection by developing a RESTful API (C#, ASP.NET Core, Docker) microservice to schedule build runs in controlled, reproducible TeamCity build environments
- Delivered 7+ metrics use cases for Roblox Studio KPIs and Game Engine memory allocation, backfilled historical data with cron-consistent scheduling, and patched commits with regressions—resulting in an 25%+ performance improvement across metrics
- Created a dashboard (React.js, Remix) to visualize time-series metrics data and schedule workflows, boosting on-call productivity and metrics incident resolution times in cross-functional teams by streamlining regression detection
- Developed scripts (Python, Bash) for anomaly detection, machine validation and consistency, and TeamCity webhook integration
- Designed SQL database schemas and entities, optimizing for metrics data storage and indexing

Software Engineer Intern

May 2023 — August 2023

- Integrated plugin permissions with Roblox Studio's plugin management system by developing infrastructure (C++, Lua) to load and serialize manifest files defined with custom JSON schema, enhancing plugin configuration and security
- Reduced Studio plugin load times by over 20% through concurrent programming using fibers, lazy loading plugins on initial interaction, and plugins filtering based on Studio environments during preload
- Shipped config metadata in plugin packages, enabling 2.5+ million developers to publish more functional and context-aware plugins

Yoomi

Software Engineer Intern

Ithaca, NY

August 2022 — January 2024

- Developed core logic and Jest test suites to ensure precise rendering of pose estimation from OpenCV camera-captured keypoints, integrating GitHub Actions to automate testing workflows and expanding code coverage by 260%+
- Increased physical therapy engagement by integrating gamified motion tracking with interactive HTML5 Canvas visuals (TypeScript)
- Revamped website with responsive UI (React.js, Tailwind CSS) and refactored component logic for maintainability

CUP Robotics

Software Engineer

Ithaca, NY

February 2022 — May 2023

- Improved speech-to-text command translation accuracy to 93% using Python and NLP as part of CS Chatbot team
- Integrated facial recognition commands using OpenCV and established TCP/IP socket connections with the robot scheduler for real-time command processing

PROJECTS

Invited | Python, Flask, Docker, SQLAlchemy, SQLite, Marshmallow

April 2023 — May 2023

- Led 4 developers in Agile development to create a RESTful API Flask app for handling user registration, authentication, and CRUD operations (Cornell AppDev hackathon: awarded Best Backend App out of 20+ teams)
- Implemented a Data Access Object layer using SQLAlchemy ORM for secure interaction with SQL database entities

Towers of Hanoi | JavaScript, React.js, HTML/CSS, Three.js, Firebase

July 2022 — August 2022

- Developed a full-stack web app game with 3D components and interactions using React.js, Three.js, and react-spring
- Integrated OAuth user authentication and game data persistence through Firebase Auth and Cloud Firestore

TECHNICAL SKILLS

Languages: JavaScript/TypeScript, C#, Python, Java, C/C++, SQL, HTML/CSS, OCaml

Frameworks: Node.js, ASP.NET Core, React.js, Flask, Django, gRPC, Jest, FastAPI, Tailwind CSS

Developer Tools: Git, Docker, TeamCity, GitHub Actions, Postman, VS Code, Visual Studio, IntelliJ