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VINCENT JIANG

EDUCATION

Cornell University — *Bachelor of Science in Computer Science*　　　　　　　　　Ithaca, NY | Expected: May 2025
GPA: 3.94
- Honors: Dean's List (2022 – 2023: Spring, Fall)
- Relevant Coursework: Object-Oriented Programming & Data Structures, Discrete Structures, Computer System Organization and Programming, Trends in Web Development, Linear Algebra, Functional Programming, Algorithms, Introduction to Machine Learning, Systems Engineering Project, Natural Language Processing

Stuyvesant High School — *High School Diploma*　　　　　　　　　New York, NY | Sep 2018 – June 2021
GPA: 96.8
- Honors: 2x American Invitational Mathematics Examination (AIME) Qualifier, High Honors in Computer Science, Mu Alpha Theta Honor Society

EXPERIENCE

Software Engineer — *Cornell Cup Robotics*　　　　　　　　　Ithaca, NY | Feb 2022 – Present
- Translate user speech inputs to text using machine learning and natural language processing as part of the CS Chatbot team for the C1C0 (an R2-D2-inspired robot) project
- Reduce user speech-to-text translation errors by 22% by implementing algorithms using Python, including Levenshtein distance, which compares word similarity

Software Engineer Intern — *Yoomi*　　　　　　　　　Ithaca, NY | Aug 2022 – Present
- Demonstrate excellent problem-solving skills when collaborating with peers to program and test software as part of Yoomi, a startup that aids in physical therapy by providing an interactive recovery experience to patients using technology
- Develop robust test suites using JavaScript and Jest to ensure drawing functions from interpreted on-screen 2D objects from camera (tracking patient movements) are accurate and efficient and can be scalable and applied to new types of animations

Tutor and Course Consultant — *Cornell University*　　　　　　　　　Ithaca, NY | Jan 2022 – Present
- Foster collaborative environments for student engagement as part of the Engineering Learning Initiatives (ELI) program at Cornell Engineering
- Lead and instruct over 20 students in Object-Oriented Programming & Data Structures (CS 2110) and Multivariable Calculus for Engineers (MATH 1920)
- Facilitate CS 2110 discussion classes and consultations, assist in exam and assignment grading, and promote student understanding of course materials, software tools, and programming practices

PROJECTS

Towers of Hanoi — *JavaScript, HTML/CSS, React.js, Three.js, Firebase*　　　　　　　　　July 2022 – Aug 2022
- Web application and game based on the Towers of Hanoi math puzzle
- Designed and programmed responsive UI, dynamic component behavior, and 3D animations through React.js, react-three/fiber, use-gesture, and react-spring
- Employed OAuth 2.0 authentication and added database to store and fetch user game data using Firebase
- Implemented heuristic algorithms to optimize solution animations to different puzzle variations and constraints

Terrain Map — *Java, Swing, AWT*　　　　　　　　　June 2022 – July 2022
- 3D visualization tool for popular stochastic algorithms for fractal landscape generation that model Brownian motion, including Midpoint Displacement, Diamond Square, and Perlin Noise
- Developed GUI and implemented custom display features supported by StdDraw, a simple 2D graphics library

Choice Game — *C, ImageMagick*　　　　　　　　　Jan 2021 – Feb 2021
- A choice-based game run on the terminal that relies on user command-line inputs
- Led a three-member team in project design and coding process employing systems-level programming concepts: files, pointers, dynamic and static memory allocation, threads, and processes

SKILLS

Programming Languages: Java, C/C++, Python, JavaScript, Typescript, OCaml, Swift, HTML/CSS
Technologies and Frameworks: Git, JUnit, jQuery, Jest, React.js, Node.js, AWS, Firebase