VINCENT JIANG

(917) 526-7482 | vincentjiang2003@gmail.com | linkedin.com/in/vincentjiang10 | github.com/vincentjiang10 | vincentjiang10.github.io

EDUCATION

Cornell University   Ithaca, NY
Bachelor of Science, Computer Science   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   San Mateo, CA
Software Engineer Intern   May 2024 — August 2024
- Automated CI/CD workflows for metrics data generation and anomaly detection by developing a RESTful API microservice (ASP.NET Core, C#, Docker) to schedule builds in controlled, reproducible TeamCity environments
- Delivered 7+ metrics use cases for Roblox Studio KPIs and Game Engine memory allocation, backfilled historical data with cron-consistent scheduling, and patched regressive commits—resulting in a 25%+ performance improvement across metrics
- Boosted on-call productivity and streamlined telemetry incident resolution in cross-functional teams by creating a dashboard (React.js, Remix) to schedule workflows and visualize time-series metrics data
- Optimized metrics data storage and indexing by designing normalized SQL schemas with table decomposition and key constraints, achieving reduced redundancy and improved data integrity
- Developed scripts (Python, Bash) for anomaly detection, machine validation and consistency, and TeamCity webhook integration

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 JSON manifest files, enhancing plugin configuration and security
- Reduced Studio plugin load times by 20%+ through concurrent programming using fibers, lazy loading plugins on initial interaction, and plugin filtering based on Studio environments during preload
- Enabled 2.5+ million developers to publish more functional and context-aware plugins by shipping packages with config metadata

Yoomi   Ithaca, NY
Software Engineer Intern   August 2022 — January 2024
- Ensured precise rendering of pose estimation from OpenCV camera-captured keypoints by developing core rendering logic—combining gamified motion tracking with interactive HTML5 Canvas (TypeScript)
- Increased code coverage by 260% by designing Jest test suites and integrating GitHub Actions to automate testing workflows
- Revamped website with responsive UI (React.js, Tailwind CSS) and refactored component logic for maintainability

CUP Robotics   Ithaca, NY
Software Engineer   February 2022 — May 2023
- Improved Chatbot speech-to-text command translation accuracy from 81% to 94% using Python and NLP by applying custom term weighting and heuristic algorithms for command recognition and error reduction
- Integrated facial recognition commands using OpenCV and established TCP/IP socket connections with the robot scheduler for real-time command processing, achieving packet delivery latency of under 15 ms

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 on organized events (Cornell AppDev hackathon—Awarded Best Backend App out of 20+ teams)
- Ensured secure interaction with SQL database entities by implementing a Data Access Object layer using SQLAlchemy ORM

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, Python, C/C++, C#, Java, 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