

VINCENT JIANG

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EDUCATION

Cornell University

Bachelor of Science in Computer Science

Ithaca, NY

August 2021 — Expected May 2025

- GPA: 3.9
- Relevant Coursework: Distributed Systems, Data-Driven Web Applications, Backend Development, Databases, Operating Systems, Systems Programming, Functional Programming, Machine Learning, Algorithms, Object-Oriented Programming

EXPERIENCE

Roblox

Software Engineer Intern

San Mateo, CA

May 2024 — August 2024

- Automated metrics data generation and anomaly detection workflows by creating a RESTful API service using ASP.NET Core and C# to schedule workflows in controlled, reproducible TeamCity build environments
- Delivered metrics use cases for Roblox Studio KPIs and Game Engine memory allocation, backfilled historical data with cron-consistent scheduling, and identified subtle regressions with deviations within 5% that were challenging to detect manually
- Created a dashboard using React and Remix to visualize time-series metrics data and schedule workflows, enhancing cross-functional team collaboration and increasing on-call productivity by streamlining regression detection
- Developed Python and Bash scripts for anomaly detection, machine validation, 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 declarative plugin permissions with Studio's plugin management system by developing infrastructure in C++ to load and serialize a new JSON manifest file, enhancing plugin configuration and security
- Reduced Roblox Studio plugins load times by over 10% through concurrent programming using fibers, lazy loading plugins on initial user interaction, and filtering plugins on preload based on Studio environments
- Shipped config metadata in plugin packages, enabling developers to build more functional and context-aware plugins

Yoomi

Software Engineer Intern

Ithaca, NY

August 2022 — January 2024

- Gamified physical therapy exercises through motion-tracking and HTML5 Canvas drawing logic using TypeScript
- Developed core logic and Jest test suites to ensure precise rendering of pose estimation from OpenCV camera-captured keypoints, robust to new exercises and user movements
- Revamped website with responsive UI and refactored component logic using React and Tailwind CSS

CUP Robotics

Software Engineer

Ithaca, NY

February 2022 — May 2023

- Reduced speech-to-text translation errors by 15% through machine learning and NLP as part of CS Chatbot team
- Integrated facial recognition commands and verify software correctness through regression and unit testing

PROJECTS

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

April 2023 — May 2023

- Created RESTful API as part of Cornell AppDev hackathon (awarded Best Backend out of 20+ teams)
- Deployed Flask app using Docker to handle user registration, authentication, and CRUD operations and implemented a Data Access Object layer using SQLAlchemy ORM, ensuring secure interaction with SQL database

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

July 2022 — August 2022

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

Terrain Map | Java, Swing, AWT

June 2022 — July 2022

- Implemented a 3D visualization tool for popular stochastic algorithms in fractal landscape generation that model Brownian motion: Midpoint Displacement, Diamond Square, and Perlin Noise

TECHNICAL SKILLS

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

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

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