

William (Willy) Jiang

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EDUCATION

CORNELL UNIVERSITY - Expected Graduation: 5/2024 *Bachelor of Arts in Computer Science* - GPA: 3.96, Dean's List

Relevant Coursework: Introduction to Computing Using Python, Object-Oriented Programming and Data Structures, Discrete Structures, Functional Programming, Introduction to Algorithms, Computer Systems Organization

EXPERIENCE

Juni Learning Computer Science Instructor - 6/2021 – Present:

- Execute advanced computer science lesson plans ranging from basic data structures to applied programming for students ages 8-18 through Zoom.
- Regularly update parents on student progress and learning assessment results. Maintain thorough records over multiple courses and skill level progression for each student.

Teaching Assistant for Functional Programming– 8/2021 – Present:

- Hold biweekly office hours to help students with assignments and clarification over general concepts like functional data structures or mutability.
- Project Manager for two teams of four students, for whom I provide advice, oversee deadlines, and ensure quality of their final product.

PROJECTS

London Sewer System (December 2020):

- Developed a modified DFS algorithm in Java to locate a ring in a maze given only the current distance to the ring.
- Developed a recursive algorithm using heaps to collect differently weighted coins while leaving the maze in a limited number of steps.

Stuck in the Desert (April - May 2021):

- Built a top-down puzzle game in OCaml based on “[Stuck in the Sewers](#),” in which the player navigates through pipes and collects coins throughout various levels.
- Added a final boss that tracks the player's location on a grid and takes the shortest path to follow the player.

SKILLS

Programming Languages: Java, OCaml, Python, C, HTML, CSS

Software: Git, Eclipse, GDB