Scott Jiang

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Education

University of British Columbia - *Vancouver, BC*   **Sept 2019 – expected April 2023**
BASC Electrical Engineering - *Biomedical Stream with Co-op*
Relevant Courses: Data Structures and Algorithms, Software Construction, Intro to Microcomputers

Technical Skills

Languages: Python, Java, JavaScript, C, HTML, CSS, Sass, Pug
Libraries & Tools: React.js, React Native, Redux, Jest.js, Vue.js, Django, JUnit, Git, Jira, Github, Azure Devops, Mixpanel

Experience

SMART Technologies   **Jan 2022 – Present**
Software Engineer Intern   *Calgary, AB (remote)*
- Spearheading the verification process of **Mixpanel** events and continuously revising our master metrics documentation to aid development teams in tracking the activity of **3,000,000+** Lumio users
- Implementing a major homepage redesign in **Vue.js** with three other developers to simplify user experience
- Modified and documented an existing feature flag allowing product managers to visualize newly added lesson categories
- Designing thumbnails for various lesson activities using **HTML Canvas** to improve user insights on lesson content
- Contributed to an **advanced image editing tool** for a company hackathon project which placed 2nd out of 8 teams

KnowHow   **May 2021 – Aug 2021**
Software Engineer Intern   *Calgary, AB (remote)*
- Implemented notification customization features on both the web and mobile platforms using **React** and **Django** to allow users to personalize their push/email notifications
- Developed new sorting features on the mobile app with **React Native** to allow users to toggle between compact and normal view, along with optional sorting options such as alphabetical, last modified, or tags
- Added support for users to embed **Vimeo** videos in their processes and projects

UBC Bionics   **Nov 2020 – Feb 2022**
Software Developer   *Vancouver, BC*
- Developed a live data visualizer with **Plotly Dash** that streams data directly from a Raspberry Pi and EMG sensors
- Implemented bounding boxes with **OpenCV** and **Python** to allow our bionic arm to identify household objects
- Researched various grip methods to aid in creating an image classification algorithm that regulates the bionic hand's grip

Notable Projects

DormBuddy – *2021 CalgaryHacks (Hackathon)*
- Webapp created to enhance interaction between students in university based on personal interests where students can video chat each other and move around in a virtual dorm room
- Implemented username/password registration and authentication using **JavaScript** and **Google Firebase**

BattleShip – *Personal Project*
- 2 player battleship game that allows players to alternate turns in placing ships on their ocean grid and automatically record hits on their target grid
- Implemented UI with **Java Swing** and unit testing in **JUnit**

LocalSzn – *2020 Hack the 6ix (Hackathon)*
- Webapp aimed at identifying local produce items that are in season and cheaper than usual depending on province
- Utilized publicly available data collected by Agriculture and Agri-food Canada and updated in our own database via the open.canada.ca API
- Designed the frontend of the webapp with **HTML/CSS** and **Figma**