

ELAINE JIANG

Mail #8497 ◊ Providence, RI 02912
(401) · 601 · 4738 ◊ elaine_jiang@brown.edu

EDUCATION

Brown University

Expected Graduation: May 2019

- Sc.B. in Computer Science - Overall GPA: 3.9
- *Relevant Courses:* Design and Analysis of Algorithms*, Computer Graphics*, Discrete Structures and Probability, Software Engineering, Computer Systems, User Interfaces and User Experience, Algorithms and Data Structures, Object-Oriented Programming in Java, Linear Algebra, Multi-variable Calculus

*Projected fall semester courses

EXPERIENCE

Brown University

June 2017 - Present

Research Assistant at Yurt Ultimate Reality Theater

Providence, RI

- Worked with NASA researchers to produce 3D models of the supernova remnant Cassiopeia A using volume and surface rendering techniques
- Designed a generic C++ program compatible with VR software that generates renderings from datasets
- Contributed to Visualization Toolkit's (VTK) source code by identifying and fixing bugs in its external module

Brown University

September 2016 - May 2017

Computer Science Teaching Assistant for OOP in Java & Algorithms and Data Structures

Providence, RI

- Proposed and implemented changes in the course with co-TAs and professor, such as adding design discussions to foster student collaboration
- Debugged students' programming projects during office hours (4 hours/week)
- Lead design discussions to help students plan out their programming projects
- Lead weekly laboratory sections that emphasize OOP concepts and debugging skills

Microsoft

June 2016 - August 2016

Software Engineering Intern

Shanghai, China

- Built the storage component of an image processing service for China's cloud Azure Mooncake
- Gained experience in C#, Visual Studio, and Linux
- Conducted market research on current image processing services in China

SKILLS

Technical: Java, Python, JS/CSS/HTML, C#, C, C++, Eclipse, Visual Studio, Linux
Languages: English, Chinese, Spanish (Intermediate Fluency)