JIAJIA LIANG

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A motivated and passionate CS graduate seeking full-time position as an Entry Level Software Engineer

EDUCATION

University of Virginia, Department of Computer Science, Charlottesville, VA   2020 - 2021
- Master of Computer Science
- Academic Excellence Fellowship 2020

University of Virginia, College of Arts and Sciences, Charlottesville, VA   2017 - 2020
- Bachelor in Computer Science and Psychology
- GPA: 3.94/4.0; Dean's list 2017, 2018, 2019; Intermediate Honors 2019

TECHNICAL SKILLS

- Programming language: Java, Python, C++ (Basic level)
- Web Development: HTML5/ CSS/JavaScript, Django(Basic level), React Native(Basic level)
- Database: MySQL
- Version control: Git
- Familiar with: Linux, Heroku, Travis-CI, MVC design pattern, Robot Framework

WORK EXPERIENCE

Front-End Developer, Student worker, Charlottesville, Virginia   Fall 2019 - current
- Developed front end side of web version of Design Optimization Toolset, a real-time course observation software for educational specialists at UVa.
- Currently developing front end side for IOS version using React Native; design and implement UI.

SQA Engineer Intern, Brion-China, ASML, Shenzhen, China   Summer 2019
- Created automated software test cases using robot framework and SWTBot testing tool for software regression testing. Test cases covered 90% software functionality and workflows.
- Proficient in JavaFx and SWT components; gained experience with working in complex, agile environments, and collaborative development with Git.

OTHER EXPERIENCE

Supervised Research, Human-Computer Interaction Lab   Spring 2020 - current
- Developed a new interface using rhythmic patterns as an alternative approach to control hotkeys.
- Ongoing research focuses on back-of-device and side-of-device interaction on small screens.

Undergraduate Researcher, Intelligent Human-centered Computing Lab   Fall 2019 - Fall 2020
- Analyzed location data collected from wearable devices; applied image recognition and transfer learning to characterize trajectory patterns and detect trajectory similarities.
- Trajectory similarity were used for recommending just-in-time co-productive physical activities, which ultimate goal is to address problems of physical inactivity and social isolation.

Web Development, Group Project   Spring 2019
- Built a skill matching web application with a team of 5 members. Ensured system was thoroughly tested by team members, developed an overall testing plan, and spearheaded beta testing.
- Familiarized with MVC design pattern, Django Web Framework, Heroku platform and Travis-CI tool.

Platform Game Design   Fall 2017
- Designed and implemented platform game Alien Jump with Pygame library as course final project.

OTHER ACTIVITIES

Chinese Language Tutor, University of Virginia   Fall 2019 - current

Research Assistant, Culture and Well-Being lab, University of Virginia   Fall 2018 - Spring 2020
- Conducted group experiments to study misunderstanding in interpersonal perception.

Program Assistant, Sinoway International Education   Summer 2017