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EDUCATION

Brown University

Class of 2027
Computer Science ScB
4.0 GPA

Selected Coursework

Object-Oriented Programming
Data Structures and Algorithms
Computer Systems
Computer Graphics
Multivariable Calculus w/ Theory
Linear Algebra w/ Theory

SKILLS

Programming

Python, HTML/CSS,
Java, Javascript,
C/C++, C#, Typescript

Software

Docker, Flask, Maya,
Blender, Unity

Visual Arts

pastel, graphite,
charcoal, ink, digital

AWARDS

Math

Qualified for AIME
2021 & 2023

Art

Scholastic Art & Writing
National Silver Medal 2022

ALEX JIANG

EXPERIENCE

Brown Visual Computing Group RESEARCH ASSISTANT, MAY 2024 - PRESENT

- Collaborated on Text2Action, a **hand-object motion dataset** that emphasizes action diversity and bimanual interaction.
- Created Python scripts for calibrating camera color temperature and editing video annotations to improve data quality.
- Improved algorithms to optimize the performance of multiple **pose estimation** models.
- Coordinated and managed filming with **15+ participants** and **50+ cameras** for data collection.

New Circle Consulting WEB DEV INTERN, AUGUST 2024

- From ideation to implementation, built a **web app** that generates formatted text recipes from unstructured cooking video transcripts using the **OpenAI API**.
- Used **Flask**, **Docker**, and **Google Cloud Run** to containerize and deploy the Python script as a web application.

Brown RISD Game Developers PROGRAMMER, FALL 2023

- Developed a 3D procedurally-generated horror runner game project in a team.
- Designed and programmed enemy detection and movement mechanics.

PROJECTS

Voxel Carving LAB PROJECT, FEBRUARY 2024

- Implemented the **voxel-carving** algorithm outlined in the paper "A Theory of Shape by Space Carving."
- Implemented the **plane sweep** and **photo-consistency** algorithms using **Open3D** Python.

Egyptian Ratscrew CLASS FINAL PROJECT, NOVEMBER 2023

- Implemented the Egyptian Ratscrew card game as an independent Java final project, with multiplayer and **singleplayer AI** play modes, and 4 difficulty levels. Animations developed with **JavaFX**.

Perceptions Playing Cards GRAPHIC DESIGN, SUMMER 2020

- Designed a custom deck of cards featuring impossible objects, inspired by the works of M.C. Escher.
- Launched a Kickstarter campaign that raised **\$8,000+** with **250+** backers, funding the production of **1,000** decks.

LEADERSHIP

Brown Quiz Bowl COMMUNICATIONS DIRECTOR, 2023 - PRESENT

- Sent weekly emails regarding practice and tournaments to **50+** members and managed the club's social media accounts.
- Won ACF Fall Northeast 2023, attended ACF Nationals 2024 as part of a 4-member varsity team.