# Alex Jiang

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## EDUCATION

**Brown University**                                                                                                           Providence, RI
*Bachelor of Science in Computer Science*                                                          *Sept 2023 - May 2027*
- **GPA:** 4.0/4.0
- **Courses:** Object-Oriented Programming, Data Structures and Algorithms, Computer Systems, Computer Graphics, Operating Systems, Multivariable Calculus w/ Theory, Linear Algebra w/ Theory, Abstract Algebra

## EXPERIENCE

**Brown Visual Computing Group**                                                                   May 2024 - Present
*Undergraduate Research Assistant*                                                                       *Providence, RI*
- Collaborated on Gigahands, a hand-object motion dataset that emphasizes action diversity and bimanual interaction.
- Created Python scripts for calibrating camera color temperature, fixing object scan meshes, 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.

**Brown Quizbowl**                                                                                         September 2023 – Present
*Executive Board, Communications Director*                                                          *Providence, RI*
- Developed a custom parser on short notice to convert Quizbowl packets into JSON format for a scorekeeping web app, ensuring compatibility with provided packets during a tournament.
- 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.

**Brown RISD Game Developers**                                                                     September 2023 – Present
*Programmer*                                                                                                   *Providence, RI*
- Developed a 3D procedurally-generated horror runner game project in a team of 20+ people.
- Designed and programmed enemy detection and movement mechanics.

## PROJECTS

**Anki Card Generator** | *Typescript, React, Material-UI*                        December 2024 - January 2025
- Created a React app that converts quizbowl question information into Anki flashcards using the OpenAI API.
- Queried past quizbowl questions from a database using QBReaderAPI.

**AI Recipe Generator** | *Python, Flask, Docker*                                     June 2024 - August 2024
- 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.

**Voxel Carving** | *Python*                                                                   January 2024 - February 2024
- Implemented the voxel-carving algorithm outlined in the paper "A Theory of Shape by Space Carving."
- Wrote the plane sweep and photo-consistency algorithms using Open3D Python.

## TECHNICAL SKILLS

**Languages**: Python, C/C++, Java, HTML/CSS, Javascript, C, Typescript
**Frameworks**: React, Flask, WordPress, Material-UI
**Technologies**: Git, Docker, Linux, Google Cloud Platform, OpenGL, Maya, Blender, Unity
**Hobbies**: Game Development, Cooking, Drawing