

Mingjie Jiang

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Experiences

Director of Technology, inteGIRLS · February 2020 – Present

- Built Infinity, a full-stack, open-source online puzzle hunt/Jeopardy-style CTF platform. Built with Node.js/Express.js, & PostgreSQL, and rendered with Handlebars.js; rebuilding platform to support interactive puzzles with Svelte, Sapper, and p5.js; service performed at 4,000+ requests per minute during peak time, allowing over 250 teams of students to participate in puzzle hunt competition.
- Maintain technical infrastructure of online forum that allows for 1,500 female/non-binary students; develop minor technological solutions to support operational tasks like data analysis, and marketing or fundraising for events.

Operations & Engineering, Execute Big · August 2019 – Present

- Construct and implement programs to remove barriers to enable all students, with a focus on underrepresented demographics, to experience and explore computer science education.
- Design and ship open-source software services that allow the organization with 2 part-time student staff to achieve more:
 - Built platform that automatically syncs with banking infrastructure and donor information to achieve full financial transparency of the organization; designed workflow to automatically processes donations and sends receipts and legal documents;
 - Created a custom research portal that collects, processes, and analyzes research data submitted by organizers around the world; processed 7,000+ entries of anonymized student data to date;
 - Created utilities and microservices for integration into other software tools, including file-upload widget interfacing with Google Drive, GitHub, and Imgur, and public API endpoints to display statistics across the fully-accessible website;
 - Building an open-source and fully-customizable mail-merging and pixel-tracking tool to support outreach and development work
- Collaborate with and manage student volunteer in conceptualizing, designing, and building various software projects

Program Manager, CodeLabs by CodeDay · June 2020 – Present

- Recruit and manage 100+ mentors for virtual internship program, creating opportunities for 300+ underrepresented students to gain industry experience.
- Conduct research assessing the gap between modern tech education and industry, as well as the opportunity gap between students from different regions; designed survey and produced data analysis report; poster accepted by and presenting at the 52nd ACM SIGCSE Technical Symposium.
- Assist in developing partnerships with school districts and higher-ed institutions around the country to stabilize program funding and promote accessibility to opportunities in tech to underserved communities.

Curriculum & Community Manager, Hack Club · June 2017 – August 2019

- Led planning for *The Flagship Summit*, a free 3-day leadership conference in San Francisco for 75 student leaders of Hack Clubs and student-led non-profit groups around the nation.
- Developed leadership curriculum used by over 4,000 students around the world.
- Built community tech and utilities still used by 14,000+ students every day, including in-community currency system with over 20,000 transactions, embeddable rewards mechanic for curriculum contributors, and a custom link-shortener using Airtable as a database.

Education

University of California, Berkeley · College of Letters & Science

- B.A. Computer Science intended; Expected graduation of May 2024
- 4.0 GPA as of January 2021
- Co-facilitator of Build the Future, an entrepreneurship DeCal (student-run course) at Haas School of Business
- Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures, and Data Science.

Technical Skills

Software: Proficient in JavaScript (Node.js), HTML/CSS, Python, Java, SQL languages, Bash/Unix Shell, MongoDB, Handlebars, and Linux systems; Familiar with Go, TypeScript, and React.js.

Media: Proficient in Figma Design, Adobe Creative Suite (Photoshop, Premiere Pro, Audition), iMovie and FCPX.