

RUNJIE GUAN

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|--------------------|-------------------------------------|------------------------------|
| Oct 2014 – Present | University of California, San Diego | Expected Graduation: 03/2018 |
| | Mathematics and Computer Science | Major GPA: 3.8 |

SKILLS: { proficient: ["C++", "Java", "HTML/CSS/JavaScript"], prior_experience: ["Python", "C#"] }

PROJECTS (AND MORE ON [GITHUB](#))

04/2015 – Present **Journoxic, 1-Person Project.** An online journal keeper integrated with OneDrive services, started with knowing nothing about front-end design and learning by un-obfuscating existing code of 5,000+ lines
PHPStorm (HTML, CSS/SCSS), Visual Studio (JavaScript: jQuery, Mondernizr, Underscore)

Journomini, 1-Person Project, a handy Chrome Extension to take notes from Chrome Omnibox

Bulber, 1-Person Project, a simple Android app to push notes to OneDrive

RunJ, 1-Person Project, a lightweight replacement to replace Win+R on Windows

09/2015 – 06/2016 **Dr. Eric's Psychedelic Wonderland,** level based puzzle game, [playable in browsers](#). Designed and implemented levels
Unity (C#), Team Development (Git)

09/2014 – 06/2015 **Unfold,** a multiplayer action game based on labyrinth, on [App Store](#) and [Google Play](#)
Unity (C#), Team Development (Git)

03/2016 – 06/2016 **CoupleTone,** a class project to track partner's movement. Wrote most tests, Firebase and design the classes
Android Studio (Java), Agile Development (CircleCI, BDD, Git etc)

09/2016 – Present **Mark2Cure,** a platform for crowdfunding connections between scientific literature
Python, JavaScript (Backbone, Underscore, Marionette), Django, HTML

EXPERIENCE

10/2015 – Present **Tutor, Grader,** UC San Diego, for intro Java and C++ algorithm course

09/2016 – Present **Software Intern,** The Scripps Research Institute, La Jolla

- Learned and upgraded MarionetteJS from V2 to V3 (and back-end) for <http://www.mark2cure.org>

09/2014 – Present **Game Development Manager, Historian, Webmaster,** Game Development Studio, UC San Diego

- Solved several bugs that nobody else in the club was able to solve
- Write and manage the website of the organization (<http://gamedevstudio.org/>)
- Designed and developed *Unfold* and *Dr. Eric's Psychedelic Wonderland* using Unity with 10+ people

08/2015 – 07/2016 **Webmaster, Program Manager,** Project CrunchFeed, China

- Front-end and back-end (PHP) engineer to provide an online platform for startups in China