RUNJIE GUAN

(858) 247 9936 – ruguan@ucsd.edu – http://runjieguan.com

Oct 2014 – Present	University of California, San Diego	Expected Graduation: 01/2018
	Mathematics and Computer Science	Major GPA: 3.7

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 – 03/2017
Mark2Cure, a platform for crowdfunding connections between scientific literature

> Python, JavaScript (Backbone, Underscore, Marionette), Django, HTML

EXPERIENCE

06/2017 – 09/2017
Software Engineer Internship | Facebook, Inc. | Seattle, WA

· Messenger RTC team to improve the performance video/audio call

09/2016 – 03/2017
Software Engineer Internship | The Scripps Research Institute | La Jolla, CA

· Quality Assurance for the frameworks and JavaScript libraries of http://www.mark2cure.org

Winter '16, Fall '17
Tutor, Grader | UC San Diego | Intro Java (CSE 11) and C++ algorithm (CSE 100)

09/2014 – 06/2016
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/)