

# RU CHEN

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[CR-PROFILE.ME](http://CR-PROFILE.ME)

## Education

**Bachelor of Software Engineering (Co-Op)** Sep 2024 – Apr 2028 (expected)

*McGill University, Montreal, QC*

- Relevant course work: Fundamentals of Software Development, Model-based Programming, Intro to Software Engineering, Introduction to Software Systems, Communication in Engineering,
- CGPA: 3.8

**DEC: Pure and Applied Science** Aug 2022 – May 2024

*Marianopolis College, Montreal, QC*

- Dean's list & Marianopolis Scholar

## Languages

English – Full Professional, French – Full Professional, Mandarin – Native, Cantonese – Native

## Skills

Programming languages: Java, Python, TypeScript, JavaScript, HTML, CSS, C++,

IDEs: IntelliJ, Visual Studio Code

Tools & Technologies: Git, Github, Jira, Gherkin (testing), GameMaker, Blender,

## Software Engineering Experience

**Java Developer Intern – *TS Imagine* – Internship** Sep 2025 – Dec 2025

- Built and maintained backend application logic in **Java** within internal codebases.
- Implemented frontend features using **React (TypeScript)** and wrote integration tests to ensure functionality and reliability.
- Wrote Gherkin (Cucumber) integration tests to validate application behavior and ensure code quality
- Delivered tickets on schedule by following structured workflows and managing tasks through Jira.

## Projects

**StockMounts – Stock Prediction Application** (*Personal project*) Jun - Jul 2025

- Built full-stack stock predictor with **React**, featuring interactive stock charts and secure user authentication (including GitHub OAuth), allowing users to manage private stock notes.
- Implemented RESTful APIs with **Express** and **MongoDB** for robust data and user management.
- Trained machine learning-based stock prediction models using **scikit-learn** and served them through **Python**-based **FastAPI** microservices, with **Redis** used for backend rate limiting.
- Containerized the multi-service architecture with **Docker** and deployed at <https://stockmounts.onrender.com>.

**GM Platform – Individual platformer game** – (*Personal project*) May 2025

- Wrote the game logic using **Gamemaker language** (player movement, collision mechanics)
- Designed in-game levels and drew all sprites using **Aseprite**, a software for pixel art design.

## Extracurricular activities

**McGill Chinese Students and Scholars Association (CSSA)** Sep 2024 – Current

*McGill University, Montreal, QC*

- Assist the IT department to develop CSSA's official website using **Vue.js**.