

# Shujun Bian

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## EDUCATION

- Georgia Institute of Technology**, Atlanta, GA Aug. 2015 to present  
Master of Science, Computer Science, GPA 3.75  
• *Graduate Coursework*: Adv Operating System; Computability&Algorithms; Programming Languages; Adv Internet Application Development; Internet Arch& Protocols; Mobile and Ubiquitous Computing
- Tongji University**, Shanghai, China Sep. 2011 to Jun. 2015  
Bachelor, School of Software Engineering, GPA 3.56
- Kettering University**, Flint, MI Sep. 2014 to Dec. 2014  
Exchange Student, Computer Science, GPA 4.0

## TECHNICAL SKILLS

**Frameworks**: Cocoa Touch, Core Animation, Core Data, Cocos2d, Web Service, JavaEE, Node.js, Unity3D, Microsoft Kinect, Leap Motion, Asp.net  
**Programming Languages**: C, C++, Objective-C, Swift, Java, Javascript, Coq, C#, xml, html, BPEL  
**Development Tools**: Xcode, Sublime Text, Visual Studio, Eclipse, Git, CoqIDE

## EMPLOYMENT

**SAP SE**, Shanghai, China, Software Engineer, Intern Jun. 2014 to Sep. 2014  
Designed and developed a demo for digital supermarket with technologies like indoor location and RFID, which combined the advantages of online shopping and supermarket.

## PROJECTS

- Project Soul System**, Core Developer Sep. 2013 to Sep. 2014  
Realized the smart controlling of doors, lights, curtains and air conditioners in CDI smart space practice.  
Used frameworks including AFNetworking, TTTAttributedLabel, Core Data.  
• Created 2 iPhone Apps and 1 iPad App, iterated two major releases and enriched user experience by customizing UI controls and creating unique animations and gestures. Objective-C. 20,000 lines of code.
- Happy Sonic Town**, Core Developer (Available on AppStore) Sep. 2013 to Nov. 2014  
Devised the architecture and built an iPad game training the sense of sonic and music of children with Cocos2d.  
• Fixed memory leaks caused by *cocosbuilder* and optimized the efficiency of animation like flowing water, sprite masking using OpenGL. Objective-C, C++. 20,000 lines of code.
- Touch-less Gesture, Ergonomics Lab, Kettering University**, Core Developer Sep. 2014 to Jun. 2015  
Designed and developed a real-time hand/finger tracking application using depth-sensing cameras (SoftKinetic, Leap Motion, and Kinect for Windows V2) in: C++, Qt, OpenGL, Unity3D and KinectSDK.
- Popsign, Georgia Institute of Technology**, Core Developer Jan. 2016 to Present  
Redesign and re-implement an Android educational game of learning American sign language for Thad Starner's Contextual Computing Group in Georgia Tech.
- Hi-Story - Electronic Music Box**, Core Developer Jun. 2015 to Aug. 2015  
Constructed a music composing, arranging, and editing system including with Node.js server with MongoDB, RESTful web service APIs for mobile app, and Intel Edison Developer Kit for microcontroller.
- Advanced Operating System Project, Georgia Institute of Technology** Aug. 2015 to Dec. 2015  
Realized and tested a series of OS concepts like creating my own pthread library, Barrier Algorithm, RPC-Based Proxy Server, Recoverable Virtual Memory by using technologies like OpenMP, Open MPI, Apache Thrift. C, C++.

## AWARDS

China-US Young Maker Competition, 3rd Prize, Shanghai, China, Intel Inc. 2015