Ran Tian

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Personal Profile

Computer Science MSc student with a background in hospitality management, bringing a unique perspective to software development. Passionate about writing clean, maintainable code and designing intuitive software solutions. Proficient in C, Java, and experienced in applying software engineering best practices, including version control, agile development, and test-driven development. Hands-on experience in building applications that balance functionality and aesthetics. Developed strong problem-solving skills through technical projects and honed leadership and communication abilities as a class representative. Seeking an entry-level software development role where I can combine technical expertise with user-centric design to create efficient, elegant, and scalable solutions.

Education

University of Bristol, MSc Computer Science (Conversion)   **Sep 2024 - Sep 2025**
Relevant coursework: C Programming, Software Engineering, Java OOP, Git, SQL, Web Tech, Computer Architecture

Edinburgh Napier University (Singapore Campus), BSc (Hons) Hospitality and Tourism Management   **Jul 2019 - Nov 2022**

SHATEC (Singapore Hotel and Tourism Education Centre), Diploma in Hotel Management Apr 2015 - Dec 2017

Skills

Technical: Backend/frontend development, Git, UI/UX, responsive design, web technologies.
Languages: C, Java, JavaScript, HTML, CSS, SQL, P5.js
Soft Skills: Teamwork, problem-solving, adaptability, leadership, time management.

Projects

Database Management System (Java, SQL)

- Designed a **DBMS** with SQL-like query execution and indexing for efficient data retrieval.
- Implemented **persistent storage** and **error handling** to ensure data integrity.
- Applied **OOP** and **TDD** for maintainability and robustness.

Dino Escape Game (p5.js, Agile) — Ongoing Team Project, 2025

- **Role:** Developer, Game Designer, Project Owner
- Designed **game mechanics** and defined **core gameplay loops** to ensure engaging user experience.
- Managed **asset selection**, including sprites, backgrounds, animations, and **sound effects integration**.
- Led **Agile development**, organizing sprints, backlog grooming, and task distribution among team members.

- Developed core **game interactions**, implemented **character movement, level progression**, and **adaptive difficulty**.
- Used Git for **version control**, ensuring efficient collaboration.
- **Game Link (Coming Soon):** GitHub Repository

Emergency Migration Management System (Java, SQL, UI/UX) — Personal Project (Planned Summer 2025)

- Researched inefficiencies in real-world government systems (e.g., UK's "Homes for Ukraine").
- Designed a **database-driven system** for refugee placement and data management.
- Created **data visualization prototypes** to enhance usability and reporting.

Work Experience

Course Representative   **University of Bristol, Sep 2024 - Present**

- Served as the primary liaison between students and faculty, advocating for academic improvements.
- Collected and presented student feedback and collaborated with faculty on curriculum enhancements.

Marketing Planner & Frontend Developer Shanghai Puhua Technology (China), Aug 2021 - May 2023

- Led website development and social media campaigns, increasing brand visibility.

Software Prototyping & Digital Marketing Specialist & Frontend Developer   Nsecsoft (China), Mar 2019 - Aug 2021

- Developed and maintained company websites, improving UX and accessibility.
- Designed UI prototypes using Axure and optimized front-end performance.
- Project Link: Company Website