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|  | | | |  | Mark Taylor  C++ desktop app developer Objective Hey there! I’m now a senior student at JLU, department of mathematics, majoring in Information & Computing Science, who de facto also is quite a computer geek, obsessed with a substantial number of aspects concerning computer science & technology, e.g. OS, Linux, data structures & algorithms, programming languages, typesetting, computer networks, computer graphics, etc.  I’ve read a lot of English books and websites ([Wikipedia.com](https://en.wikipedia.org/), [cpprefrence.com](https://en.cppreference.com/w/), etc.) especially this year with respect to a wide span of interests, in addition to some common subjects we’ve learned as a student of mathematics that are actually thinking-broadening, for example, mathematical analysis, complex analysis (which I found extremely elegant & interesting when I learned FFT & its applications like signal processing), and of course, [numerical analysis](https://github.com/How-u-doing/Numerical_Analysis) (which is one of my favorite).  This year, due to COVID-19, I’m lucky to have a great deal of time learning computer stuff, [DS & algorithms](https://github.com/How-u-doing/DataStructures), and C++ (which is an ambitious language & it needs tremendous efforts to be ‘proficient’; its elegance, expressiveness, & effectiveness have invariably fascinated me), and I’m planning to learn some Qt this summer for developing some desktop apps.  After looking at your venerable company’s intern recruitment, I’m totally interested in the position of C++ desktop development, & I think I’m the very person you shall need, as I happened to have a major learning of [TYPESETTING](https://github.com/How-u-doing/Modeling) this year. Skills Languages (Skills) Familiarity |
|  | C O N T A C T | |  |  |
| At sign icon | | [17marktaylor@gmail.com](mailto:17marktaylor@gmail.com) | |  |
|  | | 173 9094 0522 | |
|  | | [markjohntaylor.com](https://markjohntaylor.com/)  [github.com/How-u-doing](https://github.com/How-u-doing) | |
| Chongqing City, CQ | | | |
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|  | | E D u c a t i o n |  |
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|  | | Jilin university Master of Science (M.S.) Information & Computing Science (Mathematics) Candidate (Expected graduation June 2021) | |
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