

邱江坤

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Skill Set

Programming experience for 9 years since 10
Trained intensively in algorithms and data structures
Proficient in C, C++, Java, Python, and Rust
Able to write programs in JavaScript, HTML, PHP, C# and Bash as needed
Work on Linux and git on everyday basis for years
Understand operating system, network
Understand machine learning and deep learning

Education

Undergraduate Education

Hong Kong University of Science and Technology, China
Integrated System and Design (Programming) major Since Sep 2020

Working Experiences

A quantitative trading company of digital currencies, under confidentiality agreement Since Jul, 2020

Part-time Job

Developed, from scratch in Rust, a set of libraries to collect and process data from dozens of trading platforms.
Outperform Apache Benchmark, even with data processing

Awards and Certifications in Computer Science

China Computer Federation Certified Student Member	Since Jul 2019
First Prize in the High School Group of National Informatics Olympiad in Provinces	Nov 2017, Nov 2018
Gold Award of RoboCom2018 Global Championship	Jul 2018
First Prize in Personal Skills of RoboCom2018 Global Championship	Jul 2018
Best Programmer Prize of RoboCom2018 Global Championship	Jul 2018
Second Prize in 2017 Dengfeng Cup Data Mining Competition	Jul 2018
Second Prize in China Shandong Student Maker (CSSM) Competition	May 2017
National Computer Rank Examination Level 4, Network Engineer	Nov 2016
First Prize(6th) in the Middle School Group of National Informatics Olympiad in Provinces	Oct 2016
First Prize(1st) in national finals of 19th He Education Cup Computer Competition	Jul 2016

PROJECTS

WP Reliable-MD Sep, 2018 - Oct, 2019

Collaborated Project

Introduced Tui-Editor, a Markdown editor, to WordPress Plugin Market

In charge of front-end coding

Escape Game

Feb 2020

Personal Project

A 2D bird-view shooting game designed as an AI playground.

Applied C++, Lua, ECS, Serialization, Ogre3D, Cocos2dx, Box2D, Meta Template Programming.