Zuqi Chen

Seeking Software Engineering Intern

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San Diego, California ◉

EXPERIENCE

September 2016 - Present

Undergraduate CSE Tutor

Computer Science and Engineering @ UC San Diego
Tutoring for CSE 11: Introduction to Computer Science and OOP: Java

March 2016 - June 2016

Undergraduate CSE Tutor

Computer Science and Engineering @ UC San Diego
Tutoring for CSE 30: Computer Architecture and System Programming

PROJECTS

August 2016 - Present

Portfolio Website Milestone 1.0

HTML, CSS (Sass), jQuery, Git, Sketch
- Mobile-first and fully responsive design
- Start from scratch; no templates used
- Sass to preprocess the styles; jQuery to make it interactive
- Hosted on GitHub Pages
- Currently working on a blogging feature

July 2016

Tic Tac Toe Game

Ruby, Git
- A command line version of the famous Tic Tac Toe game
- Written in plain Ruby
- Consists of 4 classes
- First game I create solely on my own from design to code
- Currently working on the web version

May 2016 - June 2016

6 Degrees of Kevin Bacon

C++, Git
- Explore the degrees of separation between Hollywood actors that act in the same movies
- Find the earliest year two actors collaborated
- Written in C++
- Use a huge actor lists parsed from IMDB database
- Implemented using graphs and unions, which drastically reduce the running time

March 2016

GradeSource Checker

Python, Git, Linux
- A program that automatically checks the update on GradeSource
- Written in Python
- Use BeautifulSoup to parse the HTML and log the update to a file
- Schedule the script to run every 15 minutes using Linux Crontab
- Sends emails to the users to notify changes
- Setup script to make the program a lot easier to configure

March 2015

Snake Game

Java, Git
- A basic game consisted of a GUI and 6 different classes
- Written in Java
- The user controls the snake and tries to avoid obstacles
- The speed of snake is increased after a certain amount of time

EDUCATION

September 2014 - June 2018 (expected)

University of California, San Diego

B.S. Computer Science | GPA: 3.7

RELATED COURSEWORK

Major Courses

Introduction to Computer Science and OOP: Java

Basic Data Structures and Object-Oriented Design

Advanced Data Structure

Software Engineering

Computer Organization and Systems Programming

Mathematics for Algorithm and Systems

Introduction to Discrete Mathematics

Design and Analysis of Algorithms

Components and Design Techniques for Digital Systems

Digital Systems Laboratory

Introduction to Computer Architecture

Software Tools and Techniques Laboratory

SKILLS

Programming

Java	Python
C / C++	HTML
CSS	JavaScript
Ruby	SPARC Assembly
Android Development	iOS Development
Ruby on Rails	Agile Development

Design

Bohemian Coding Sketch

Adobe Photoshop

Photography

Adobe Lightroom

Adobe Photoshop

LANGUAGES

ENGLISH
Proficient

CHINESE
Native