

Zuqi Chen

Seeking Software Engineering / Web Development Internship

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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

HTML, CSS (Sass), jQuery, Git
 - Design with mobile-first and responsive in mind
 - Use Sass to preprocess the stylesheets
 - Use jQuery for some fun visual elements
 - Hosted on GitHub Pages
 - Currently working on a blogging feature (Ruby on Rails)
- July 2016

Tic Tac Toe Game

Ruby, Git
 - A command line version of the Tic Tac Toe game
 - Use plain Ruby
 - Design from scratch
 - Currently working on a web version
- May 2016 - June 2016

6 Degrees of Kevin Bacon (academic)

C++, Git
 - Explore the degrees of separation between Hollywood actors that act in the same movies
 - Find the earliest year two actors collaborated
 - Use a huge actor lists parsed from IMDB database
 - Implement using graphs and unions, which drastically reduce the running time
- March 2016

GradeSource Checker

Python, Git, Linux
 - Check the update on GradeSource automatically
 - 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
 - Configure the program easily using a setup script
- March 2015

Snake Game (academic)

Java, Git
 - A basic game consists of a GUI and 6 different classes
 - Use Swing for GUI
 - The user controls the snake and tries to avoid obstacles
 - Increase the speed of snake after a certain amount of time

EDUCATION

- September 2014 - June 2018 (expected)

University of California, San Diego

B.S. Computer Science | GPA: 3.7 / 4.0

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

C / C++

CSS

Ruby

Android Development

Ruby on Rails

Python

HTML

JavaScript

SPARC Assembly

iOS Development

Agile Development
- Design

Bohemian Coding Sketch

Adobe Photoshop
- Photography

Adobe Lightroom

Adobe Photoshop

LANGUAGES

ENGLISH

Proficient

CHINESE

Native