

# Geoffrey Ding

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## EDUCATION

### UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

#### B.S. IN COMPUTER SCIENCE

Exp. Apr. 2023 | Urbana, IL

College of Engineering

Chancellor's Scholar

Tech. GPA: 3.92 / 4.0

Cum. GPA: 3.81 / 4.0

### UNIVERSITY OF ILLINOIS LABORATORY HIGH SCHOOL

Grad. Apr. 2020 | Urbana, IL

Cum. GPA: 3.95 / 4.0

## COURSEWORK

### UNDERGRADUATE

Data Structures and Algorithms

System Programming

Software Design Studio

*(Taken Class & 1x Course Assistant)*

Computer Architecture

User Interface Design

Game Development

## SKILLS

### PROGRAMMING

Over 5000 lines:

C++ • Java • C# • C

Over 1000 lines:

Python • HTML • CSS • Assembly

Familiar:

Android • Unity • Unreal • MySQL

Artificial Intelligence • Multi-Threading

Unit Testing • Genetic Algorithm

Languages:

English • Mandarin • Shanghainese

## PROJECTS

### POLLOCK PARTICLE SYSTEM ENGINE

July 2017 – Present | C++

- Fully customisable particle system editor with OpenGL. Multi-threaded with synchronous duo render queue

### JUMP HIGHER! w/ GENETIC ALGORITHM AI

Aug. 2020 – Feb. 2021 | Java

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### CUBE SWINGER! SIDESCROLLER APP GAME

Mar 2019 – Present | C#

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## EXPERIENCE

### DREAM COLLEGE US LLC | COMPUTER SCIENCE TUTOR

Apr 2020 – Aug. 2021 | Warren, New Jersey (Online)

- Taught Java intro programming classes to middle school and high school students virtually. Students at the end of the course would be prepared enough for USACO Bronze competitions
- Also taught classes on Data Structures in C++ and game programming in Unity
- Developed and created the curriculum myself. Created challenging classwork and homework problems that help students think about the material taught and test themselves on the content they learned.

### CAST N' CATCH | HEAD DEVELOPER

Jan. 2019 – Jan. 2020 | Champaign, IL

- Led development of the app with a small team (4-5 people) of developers, artists, and sound engineers. Led daily scrum and generated innovative ideas.
- Designed and developed original prototype of app within Android Studio
- Designed an algorithm to help determine the catch rate of different types of fish depending on location, time of day, and bait used.
- Designed and developed the UI behind bait selection and overhauled the sonar mechanisms
- Solid experience with several tool such as Git, Android Studio, and Unity