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

UNIVERSITY OF ILLINOIS LABORATORY HIGH SCHOOL
Grad. Apr. 2020 | Urbana, IL

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++
- Pollocks is this is that
- Could also be this
- And is for sure this as well

JUMP HIGHER! w/ Genetic Algorithm AI
Aug. 2020 – Feb. 2021 | Java
- Developed a simulation where players are tasked to climbed to the goal point in the shortest amount of time
- Programmed interactive level editor to allow players to create their only level and share it with other players
- And is for sure this as well

CUBE SWINGER! Sidescroller App Game
Mar 2019 – Present | C#
- CUBE GO BRRRR OMEGALUL
- Could also be this
- And is for sure this as well

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