WANG Rui (王睿)

Tel: 13564728152 Mail: jhcz@sjtu.edu.cn

**Education**

* Postgraduate student of Computer Science From 2014.9  
  Shanghai Jiao Tong University (SJTU), Shanghai
* B.S. in Material Science and Engineering *2010.9- 2014.6*  
  Shanghai Jiao Tong University (SJTU), Shanghai

**Self-Assessment**

* Interested in Machine Learning and other related fields.
* Familiar with C/C++, Java, js, matlab and python, also with SQL development.
* Good mastery in English, TOFEL-102.

**Internship**

**Intern Developer AutoCAD team, Autodesk (China)** *2014.7 - 2015.1*

* Doing algorithm research concerning curve rendering
* Developing tools to facilitate graphics engine development
* Giving presentation of my work

**Project**

**3D Game Engine Migration and Wrapping (From ZTE)** *2013.9 - 2014.4*

* Migrating Irrlicht engine (Open Source, written with C++) to Android Platform
* Wrapping up Irrlicht Engine into Java class using JNI
* Adding additional function to 3D engine, such as media player and assets reader
* Testing migrated engine in embedded devices
* Making demo for Java wrapper

**Awards**

* 2nd class, National Physics Competition for undergraduates 2011.11
* Certification of Software Designer 2013.11