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SKILLS

Adaptability



Collaboration



Problem Solving



Strong Work Ethic



Time Management



C++, C, JAVA, Python



EDUCATION

St. Andrew's College

High School, Aurora, On, Ca

2017 - 2020

University of Waterloo (Computer Science)

University, Waterloo, On, Ca

2020 - 2025

AWARDS

The Old Boy's Medal in Mathematics

2020

Top Math student in the graduating class.

About

I am a self-motivated Computer Science student who embraces challenges at all levels. With more than 3 years of programming experience, I am able to work in a collaborative environment.

- Strong communication skills. Proficient in both English and Chinese.
- Great desire to learn. Self-study 3 APs outside of classroom in high school.
- Aspired Software Engineer aiming for degrees in Computer Science, Statistics with a specialization in AI. Inspired by AlphaGo.
- Motivated to become a tech entrepreneur in the future.

Projects

Personal Website

- Developed a website using HTML, CSS, JavaScript and framework Django.
- Support both Chinese and English
- Take advantage of the default SQLite database using Django models
- Used libraries such as React and Bootstrap

Game of Life

- Created a life and death simulator through generations in C++
- Utilized the Decorator design pattern to apply a set of rules to each grid on the board for determining its state

Constructor

- Collaborated with a classmate to develop a modified version of the game Catan.
- Designed, implemented and tested the project thoroughly in a group of two.
- Employed Object-Oriented Programming principals.

Fitness App

- Developed a fitness on android studio to help users organize their nutritious information.
- Took advantage of the default SQLite database to store information locally as well as implementing a login page.
- Used an API to get accurate nutritious information of various food and store them locally.

Creature Classifier

- Programmed a classifier that determines the type of a structure based on its structure (defined in a form of unweighted, undirected graph).
- Used unique pointers and shared pointers to make the project free of "new and "delete".
- Employed RAII principles throughout the project.