Richard Wen

22171 NE 93rd Street | Redmond, WA 98053 | (425)-466-0042 | [richardwen01@gmail.com](mailto:richardwen01@gmail.com)

# Education

**University of California, Los Angeles, Los Angeles, California**

B.S. in Computer Science | June 2018 | ACM Member

**Tesla STEM High School, Redmond, Washington**

High School Diploma | June 2015 | 3.95 GPA | Math Club President

# Skills/Competitions

* Proficient in Java, C#, and C++ Programming languages
* Familiar with Object Oriented Programming concepts
* Worked with Python through UCLA course work and independent projects.
* Experience working in Agile Software Development through previous internship
* AIME qualified/President of Math Club in high school
* Winner of engineering competition Imagine Tomorrow 2013 Design Category

# Experience

### **Systems Engineering Intern | Aerojet Rocketdyne | Redmond, WA | January - June 2015**

Worked in conjunction with high school and Aerojet to design and build a liquid fueled rocket. Created data collection systems for test data, parts, and decision planning.

### **Data Management Intern | Cookbrite | Seattle, WA | June - August 2014**

Worked at startup based in Seattle testing OCR software and maintaining the company’s recipe database.

# Projects

**On Disk Hashtable | February 2016**

Built a working open hashtable in C++ that writes data onto disk in binary rather than onto RAM so data can be reused.

**Frackman | January 2016**

Given basic framework and a spec, built a *Dig Dug* based game using OOP principles in C++. Use of many algorithms including basic queue maze solver to move enemy objects to an exit point and follow the player.

**Hunt the Wumpus | January - May 2015**

Participated in Microsoft's Hunt the Wumpus competition where I acted as the project's lead in designing and building a game written from scratch in C#. Built the overall game engine and worked closely with teammates implementing their features into the project.