Shi Ruigi

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EDUCATION

University of Electronic Science and Technology of China

Sep 2018 - Jul 2022

Software Engineering Bachelor School of Information and Software Engineering

Chengdu

GPA: 3.86 / 4.0 (top 5%)

Award:

- First class scholarship(2019);
- Computer Design Competition(Second Prize of Sichuan Province);
- CCCC Mobile Application Innovation Competition(Third Prize of Southwestern Division)

Related Courses: Computer Network, Computer Composition Principle, Data Structure, Software Engineering, Graphics, Database, Game Engine

ENGINEERING EXPERIENCE

IOS platform APP-Swift based on SwiftUI (https://github.com/cetacis/WithYou)

- · Two-person matching task completion APP.
- Completed modules include the opening animation, registration and login, front-end separation, database, friend system, and more Human interactive task management system, personal tasks, etc.
- The App can be installed and used on IOS system equipments.

Animation material crawler processing back-end

(https://github.com/Unalian/AnimePic_backend)

- Based on go iris
- · Completed modules include datatype define, get filelist, get image, get user, upload img, login and register

Game project developed by unity-C#

(https://github.com/Unalian/2020/tree/master/tankWebGL3)

• Tank War: Unity game three/double/single/AI

Personal network disk front-end

· Based on Vue

Other experience

Establish a personal blog (una.cetacis.dev) (https://github.com/Unalian/2020blog)

Establish a personal email (una@cetacis.dev)

EXCHANGE EXPERIENCE

School of Computer Science, National University of Singapore

Data processing based on R language

PROFESSIONAL STILL

- Swift: Use the SwiftUI framework to independently develop a more complete APP project
- Python, Go: Algorithm, Data structure
- OS: Adapt to macOS, Linux system and other programming environments; Have own server, domain name
- Web: Front(js) end and back end(go) of the website
- English: CET-4, CET-6