

Shi Ruiqi

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Chengdu

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, IELTS 6.5

史瑞琪

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blog : una.cetacis.dev

教育经历

电子科技大学

2018年09月 - 2022年07月

软件工程 本科 信息与软件学院

- GPA : 3.86 / 4.0
- 加权平均分 : 87.66 (排名 : 5 / 101)
- 荣誉/奖项 : 计算机设计大赛四川省二等奖 CCCC移动应用创新赛西南赛区三等奖 2019学年一等奖学金
- 相关课程 : 计算机网络、计算机组成原理、数据结构、软件工程、图形学、数据库、游戏引擎

交流经历

新加坡国立大学计算机科学学院

2019年07月 - 2019年08月

基于R语言的数据分析

项目经历

基于SwiftUI的IOS平台APP-Swift (<https://github.com/cetacis>)

- WithYou 双人匹配任务完成型APP
- 已完成开场动画, 注册登录, 前后端分离, 数据库接入, 好友系统, 多人交互式任务管理系统, 个人任务
- 可在IOS系统设备上安装使用。

漫画素材爬虫系统后端 (https://github.com/Unalian/AnimePic_backend)

- 基于go iris 框架
- 已完成模块包括datatype define, get file list, get the image, get user, upload image, login, register

个人网盘前端

- 基于Vue实现

unity开发的游戏项目-C#

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

坦克大战 : 三人/双人/单人/AI模式

其他经历

建立个人blog (una.cetacis.dev) (<https://github.com/Unalian/2020blog>)

建立个人邮箱 (una@cetacis.dev)

专业技能

- **Swift:** 利用SwiftUI框架, 可独立开发较完整APP项目
- **Python, Golang:** 数据结构 ; 算法; 后端开发
- **操作系统 :** 可以适应macOS , Linux , Windows等多种工作环境 ; 拥有个人域名与服务器
- **web开发 :** 前端(Vue.js) , 后端(go)分离开发
- **英语 :** SET-4 , SET-6 , 雅思6.5