

Zhitao Geng

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Master Student in Computer Science in San Francisco State University
Expected Graduation Date: **8/2016**

EDUCATION

San Francisco State University (SFSU), San Francisco, CA

2/2015 - Pres

Master Degree in Computer Science (CS), GPA 3.67/4.0

Selected Courses: Advanced Object-Oriented Software Development, Android Application Development, Advanced Internet Application Development with Ruby on Rails, High-performance Computing with C, and Introduction to Database.

Self-learning

2013 – 2014

20+ online courses on Computer Science and Math: Algorithms, Data Structure, Object-oriented Design, Statistics, Machine Learning, and Programming in Java, C++ and Python.

SFSU considered these course as equivalent to bachelor level education in CS and granted me admission without prerequisite.

Beijing Normal University, Beijing, China

9/2000 – 7/2007

Bachelor and Master Degree in Biology.

EMPLOYMENT

Guokr.com, Inc., Beijing, China

10/2010 – 6/2013

A Social Networking Website on Popular Science

Science Editor

- Scientific writing and editing. Web content management. Social network account management.
- Wrote/edited over 100 articles. Increased followers of the weibo account "Guokr Ask" from 0 to over 400,000.

Genetic Information Service Industry, Beijing & Shanghai, China

11/2008 – 5/2010

Two Companies Providing Genetic Information Service: Yigene Inc. and United Gene

R&D Manager

- Partaking in the development of an internet based genetic information platform. Product design and development. Business collaboration management.

Institute of Neurobiology, Shanghai, China

7/2007 – 10/2008

Chinese Academy of Sciences

Research Assistant

- Neuroscience research.

PROJECTS

Guide Me - An Android/Node.js App

2/2016 – Pres

- Graduate project. Developing an Android app to help visual impairers to get help through video calling on smartphones. The login server uses Node.js and MongoDB. The video connection is built through an open-source frame called OpenWebRTC. The app also use Google Cloud Messaging Service to send notifications to the users.
- The project includes development of the client on Android device, construction and integration of login server and video server, development of necessary features like navigation, and feedback collection from users.
- I'm the only person working on this on-going project.

Street Sweeping Reminder - An Android App*8/2015 – 12/2015*

- Developed an Android App to show the street sweeping information in San Francisco. It can show the sweeping schedule of each street on the map, and set alarms for it. I was the team leader and developed this app from scratch with another member of the team.

Life is a Stage - A Unity3D Game*11/2015*

- Developed a single-player video game in the CSUEB Game Jam Fall 2015. The game was developed in two days from idea to delivery with Unity3D. I provided most of the code.

Running Rhino - A Multiplayer Online Game*2/2015 – 5/2015*

- Developed a multiplayer real-time racing game. It has a client developed with Unity3D and a server written with Java, communicating through HTTP protocols. I was the team leader and one of the client developers.

SKILLS

Java - Contributed to the open source project OpenMRS using Java with Spring and Hibernate frameworks. Made several small Java games.

Android - Developed a street sweeping alarm app using Google Map Service. Currently working on a video calling app as my graduate project.

Front End - Experienced in developing with JQuery, Bootstrap and AngularJS. Made several small JavaScript games. Built webpages for an education project and for the Confucius Institute in SFSU.

Node.js - Project experience including: a login server for an Android app, a web application of weather forecast, and a web application of database accessing.

Python, Ruby on Rails, C, C++ - Experienced in coding.

Linux - Daily using of Ubuntu.

LINKS

LinkedIn: <https://www.linkedin.com/in/zhitao-geng-48766331>

GitHub: <https://github.com/ZTGeng/>

Personal Website: <http://ztgeng.github.io/cv.html>