Hang (Sirius) Gu

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OBJECTIVE

Internship position in Computer Science field in Summer 2009.

EDUCATION

University of Michigan

Ann Arbor, MI

B.S.E in Computer Science Engineering

Expected 12/2010

GPA 3.84/4.00

Course Highlights by Summer 2009:

Programming in C++/MATLAB

· Computer Architecture

· Data Structures & Algorithms

Logic DesignHonor Calc I&II

Discrete Mathematics

EXPERIENCE

RoboCup Project, Ann Arbor MI

01/2009-present

Motion Team, University of Michigan Student Artificial Intelligence Laboratory

- Develope Java codes focused on motion module at this moment.
- Simulate the Nao robot in Webots environment.
- Prepare for 2009 World RoboCup Contest.

Game Design Project, Ann Arbor, MI

09/2008-present

Wolverine Soft, Programmer, Current Project: Interceptor

- Developed games using Zenilib game engine.
- Finished project Plumber, available for downloading on WSoft website.

Percolation Simulation Research Project, Ann Arbor, MI

09/2007-present

Research Assistant, Prof. Ziff laboratory, Department of Chemical Engineering

- Developed efficient algorithms to simulate percolation threshold problems.
- Tested codes, collected and analyzed data from simulation.
- Co-authored papers for publication in Physical Review E.

HONORS CSE Scholars, 2008-09

College of Engineering Need and Merit Scholarship, 2008-09

Junior Scholar Award, 2008-09 Dean's Honor List, fall 2008

ACTIVITIES Wolverine Soft (*Game Design*), Ex-officer

Michigan Student Artificial Intelligence Lab (MSAIL), RoboCup team

College of Engineering Mentorship Program, Mentor Animania (*Japanese Culture/Animation*), Member

COMPUTER

Languages: C/C++, JAVA, Matlab, Verilog;

SKILLS Softwares: 3DSMAX, CAXA, Photoshop, System Security & Maintenance, Microsoft Office.

Languages Fluent in Mandarin, and Japanese.