Chengzhu Duan

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GITHUB | LINKEDIN | PORTFOLIO

Education

University of California, San Diego, CA
Expected Graduation: June 2021
- B.S. in Computer Science
- Provost Honor
- Cumulative GPA: 3.88/4.0
- Relevant Courses: Basic Data Structure, Software Tools & Lab Techniques, Computer Organization and System programming, Mathematics for Algorithms and Systems

Professional Experience

Yi Yun Information Technology Corporation, Guangzhou, China
Software Tester, June 2017 – September 2017, June 2018 - August 2018
- Conducted automated and manual tests on both the frontend and the backend of an web application
- Learned and used testing framework selenium to speed up the testing process
- Wrote daily testing reports regarding testing results and bug findings

School Experience

Triton Software Engineering
Project Developer, March 2018 – Present
- *W*orked in a group of 3 other developers and 1 project manager with agile workflow
- Built a socializing webpage that helps people to connect and build teams for projects and upcoming hackathons
- Worked on the backend server with MongoDB and Javascript

Projects

Discord Bot [Github | Discord Server]
- Used the Discord API to create a bot for my discord server
- Learned RESTful API while fetching data from various developer APIs
- Used MySQL and MongoDB to establish an experience point and coin system for my discord server
- Consisted of 75 commands capable of manipulating texts and images, analyzing data, searching information, and playing music

Arcade Acer [Github]
- Made an arcade space shooter game in Unity
- Programmed in C# for game logics
- Designed gaming prefabs and gaming environment
- Rendered lighting for arcade style gaming view

Skills

- Proficient Languages: Java, Javascript, HTML/CSS, Python, C, and ARM assembly
- Familiar with git version control and agile workflow
- Capable of using MySQL and MongoDB
- Worked in Unity game engine, IntelliJ, and other IDEs
- Bilingual proficiency in Mandarin and English