CHRISTOPHER L. CAI

Portfolio: https://chriscai1004.bitbucket.io
Github: https://github.com/c9cai

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Education:

University of California, San Diego

B.S Computer Science   *September 2013 - April 2017*
Upper Division GPA: 3.462
Overall GPA: 3.325

Experience:

SDE Intern @ Sansay, Inc.   *(March 2015 – September 2016), La Jolla, CA*

- Designed and developed Sansay's first mobile client and RESTful web service for real-time network monitoring and management systems.
- Developed server-side RESTful multi-threaded web service for mobile clients to retrieve complex dataset information from MySQL database.
- Involved in Sansay's agile software development cycle from bug fixing, testing, to release for varying system control and management modules.
- Contributed to ROME local GUI and remote SOAP interface for statistic reporting and collection

SDE Intern @ Finisar Corp.   *(June 2015 – September 2015), Sunnyvale, CA*

- Implemented database-centered Python intellisense code completion system in C# for company's custom IDE (modeled after the automatic code completion in eclipse or visual studio)
- Developed python script parser to automate the task of uploading and organizing R&D python test libraries and the functions and classes included
- Project will be integrated into R&D departments in Sunnyvale, Shanghai, and Singapore

Projects:

ChoreHero – [https://github.com/c9cai/ChoreApp]   *(Jan 2017 – March 2017), La Jolla, CA*

- Created web app that allows roommates to create, assign, and divide up custom household chores, with back end support using a real time non-relational database
- Implemented using NodeJS, Firebase, HTML/CSS

UCSD IEEE – Micromouse   *(Oct 2015 – April 2016), La Jolla, CA*

- Work with EE, CE, and ME students in collaboration project to build an autonomous car or "mouse", which will traverse a maze and concurrently map and optimize its pathing, aiming for fastest maze traversal
- In charge of PID controller code, maze traversal algorithm, as well as dynamic mapping and optimizations
- Part of 5 member team

Pacman   *(January 2016), La Jolla, CA*

- Implemented machine learning concepts into classic Pacman game
- Pacman plays as AI, uses value iteration and Q-learning to adjust reward values through trial and error. Goal is to gradually increase win rate.

Technical Skills:

- Languages: Java, C#, C, C++, HTML5, Javascript/CSS, Python, PHP, SQL
- Tools Used: git, hg, JUnit, VIM, Eclipse, Visual Studio
- Interests: Web Services, Full-Stack

References:

- Available Upon Request