CHUREN (CHU) SHAO

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OBJECTIVE

To increase my experience in the software engineering field of computer science.

EDUCATION

UC San Diego Computer Science B.S. • Expected Graduation in 2014

Related Coursework:

- Programming Languages: Principles & Paradigms
- Principles of Operating Systems
- Design & Analysis of Algorithms
- Computer Organization & Systems Programming
- Compiler Construction
- MATLAB for Experimental Research

- Software Engineering
- Advanced Data Structures
- Introduction to Theory of Computability
- Human Computer Interaction
- Ubiquitous Computing
- Digital Systems and Design

TECHNICAL SKILLS

- **Programming Languages:** PHP · Python · Javascript · Java · Ruby · MATLAB · Shell Script · C · C++ · Ocaml · Scala
- **Web Software & Frameworks:** Symfony2 · Node.js · Express · jQuery · Flask · Django · Sinatra · Ruby on Rails · Zend
- **Databases:** Oracle Database 11G · MySQL · PostgreSQL · CouchDB · MongoDB
- **Servers:** Apache · Nginx · Lighttpd
- **Management Tools:** Jenkins · Chef · Intermapper · Infoblox · Cacti · Solarwinds Orion · Vagrant

PROJECTS

Chroma - Google Glass Resarch Project - UC San Diego

(Jan 2014–Mar 2014)

- Conducted research interviews and experiments with color blind participants to design a Google Glass Application
- Utilized the Glass Preview GDK, Android SDK and OpenCV to implement the application.
- Gained experience in gathering data from clients and designing our application to fit their needs.

Balancr - Human Computer Interaction Project - UC San Diego

(Jan 2014–Mar 2014)

- Built a web app that allows users to insert details about their lifestyles and track their activities through graphs.
- Implemented a full stack web application with Node.js and hosted on Heroku.
- Gained experience in designing an app focused on usability engineering and human computer interaction.

Humanitarian Engineering Project - We Have We Need - UC San Diego - www.wehave-weneed.org

(Jan 2013–Jan 2014)

- Created an inventory sharing system that support NGOs operating in disaster areas.
- Utilized a variety of web frameworks including Django, Sinatra, Flask, and Node.
- Developed leadership skills by leading a small team in writing backend monitoring tools.

WORK HISTORY

CBS Interactive - Software Engineer

(Sept 2013–Current) (Jun 2013–Sept 2013 Software Engineer Intern)

- Replatforming B2B websites with 23 million monthly views, including ZDNet, Smartplanet, and TechRepublic
- Coded in various industry standard languages, including Symfony2 PHP, Twig, HTML5 and Javascript.
- Gained experience in managing and fixing bugs, optimizing Solr search indexer and working on a web stack.

UC San Diego - COGS 121 Tutor

(Mar 2014–Current)

- Technical tutor for Human Computer Interaction Programming Studio; Create examples and boilerplates
- Write Node.js webapps that interact with Facebook, Twitter, Instagram and Tumblr API.
- Answer technical questions, help set up environments, and lead discussions in teaching Node.js, Oauth, d3.js.

BlueHornet/Digital River - Software Engineer Intern

(Jun 2012–Sept 2012)

- Summer internship focused on adding a custom number field for utilization in the Blue Hornet email application.
- Programmed in PHP and worked with Zend framework, front-end UI and Oracle 11g Database.
- Implemented a feature that is used to send personalized data to millions of subscribers.

Ocean Observatories Initiative - Systems and Network Support

(Jun 2011–Oct 2013)

- Manage a network of over 50 different virtual servers through monitoring tools and shell scripting.
- Work with various levels of systems operations including hardware diagnosis and hypervisor management.