

Chris Tian

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Education

University of California, Irvine, Irvine, CA

September 2019 – December 2022 (expected)

Pursuing B.S. in Computer Science
GPA: 3.857

Major GPA: 3.95

Relevant Coursework:

ICS 45C: Programming in C++ as a Second Language
ICS 6D: Discrete Mathematics for Computer Science
IN4MATX 43: Introduction to Software Engineering
MATH 3A: Linear Algebra

Experience

Freelance, Remote

November 2019 – Present

Worked with a YouTube channel with 200k+ subscribers and 117m+ views
Built a livestream video editing web app with distributed background rendering using AWS EC2, Fargate, and Lambda
Single-handedly dramatically reduced rendering time and cost through efficient use of the AWS platform

Software Engineering Intern, Anomali Inc., Redwood City

Summer 2018 and Summer 2019

Developed daily trending malware entity/indicator discovery system
Maintained and enhanced machine learning-based threat detection software
Worked with data sources of up to 27 TB in size using Apache Spark and Databricks
Created a data analysis and visualization tool using Vue.js, Eclipse Vert.x, WebSockets

Summer Intern, Teachly Inc., Remote

Summer 2017

Translated Sketch mockups into functional and responsive HTML+SASS pages
Built API endpoints while working with Ember.js, Ember-data, Sequelize, and Postgres
Practiced Agile development with Jira, GitHub, Slack

Activities

Packer Travel Organizer

August 2019 – September 2019

Personal project with friends
Built endpoint security across all API endpoints
Developed features using React, Semantic UI, Express.js
Added Friend and Notification system
Set up unified code linting system

Gunn Robotics Team

August 2017 – May 2019

Student-led High School First Robotics Competition team
Developed computer vision software using OpenCV to guide robot
Programmed reliable autonomous robot movement mode
Learned valuable skills in machining, computer-aided design, control theory, web design, and team communication
Team won Innovation in Control award in 2018 and Autonomous Award in 2019

Gunn Business Club

July 2018 – May 2019

Vice President
Created a mobile app to support club announcements, push notifications, and resources
Organized study sessions to help members succeed in competitive events
Assisted in leading meetings and club events

Future Business Leaders of America

August 2015 – May 2019

Received awards at the regional and state levels, competed at nationals in 2018
California FBLA State awards:
3rd Place in Network Design (2019)
3rd Place in Database Design and Applications (2018)

Skills

Languages

Java, Python, JavaScript/Node.js, C++, SQL, Bash, HTML/CSS, Scheme, Golang

Technologies and Frameworks

AWS (EC2, Lambda, Fargate, S3, CloudWatch), React.js, Expo, Vue.js, Flask, Django, Express.js, OpenCV

eSports Titles

League of Legends (S9 Gold 4), CS:GO (Gold Nova I peak), Overwatch (Unranked)