

ruan3@illinois.edu
(217) 819-8586
github.com/gruan1996
linkedin.com/in/gruan

George Ruan

SKILLS

Expertise

- HTML5/CSS3 (proficient)
- Javascript
- SASS (intermediate)
- C++
- Java
- Scheme (beginner)
- Python

Tools

- Bootstrap (proficient)
- AngularJS (intermediate)
- Jasmine
- Frisby
- GruntJS (beginner)

Foreign Languages

- French (fluent)
- Chinese (intermediate)

EDUCATION

University of Illinois

Bachelor of Computer Science
GPA 4.0 | Urbana, IL

ACTIVITIES

- National Organization for Business and Engineering Club (Junior Board)
- ACM SIGCHI Club
- Asian American Association

INTERESTS

- Hackathons
- Chess
- Traveling
- Fashion
- Poker

EXPERIENCE

Data Structures Course Staff | UIUC | Aug 2015 – Present

- Release assignments to students via Subversion
- Provide office hours
- Co-manage lab sections

Software Dev Intern | NextGear Capital | Jun 2015 – Aug 2015

- Worked on a customer facing web app as a front-end developer
- Partook in an AGILE team development process
- Devised the UI and functionality for adding and editing bank accounts using HTML5, CSS, SASS, Bootstrap, Javascript, and AngularJS
- Wrote accompanying Jasmine and Frisby unit tests to adhere to TDD

PROJECTS

Assassin | Java | Freak What You Feel Hackathon 2015

- An android app that simulates the Assassin's game or Battle Royale
- Used OOP to implement the back-end using Google Endpoints
- Implemented front-end HTTP Requests in Java

Live Trip | 3rd Place | Python | VandyHacks 2015

- A HTML5 app that suggests radio stations and trivia of nearby cities for drivers operating vehicles based on user-preference and geo-location
- Designed a mobile-first responsive user interface using HTML/CSS
- Implemented backend to make Wolfram API calls

Shakesafe | Javascript | Boilermake 2014

- Pebble Watch app that sends a distress message with GPS location when a certain action is performed
- Designed the user facing interface and functionality using JS and the Pebble API
- Implemented HTTP Requests with Twilio REST API

Fractl | C++ | HackMizzou 2014

- Real-time motion interactive Quaternion Fractal projected onto the Oculus Rift
- Wrote Leap motion interactivity using C++

AWARDS

Engineering Dean's List | Fall 2014 | Spring 2015

One of the top 20 percent of students in the class by semester GPA