Rui Jiang

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Education

University of California, San Diego
Major: Computer Science B.S with Cognitive Science Minor (*in progress*)
GPA: 3.84/4.00 08.2015-Present

Foothill College
Major: Computer Science
GPA: 3.93/4.00 09.2013-06.2015

Skills

- Java Development, SQL
- JavaScript, JQuery, HTML, CSS, Ajax, Node.js
- Thrive in a team environment and work well with others
- Bilingual in English and Chinese
- Excellent comprehension and retention
- C and C++
- Unix, Linux, Shell Script, and Raspberry Pi
- Eclipse, vi/vim/gvim, Adobe Photoshop, MS office
- Excellent written and verbal communication skills
- Hand-drawing skills

Experience

- **Tutor** Present
  Tutoring for Basic Data Structure and Object-oriented Design class
- **UCSF Scholar program** 07.2015
  Building a start-up called *Tish*
  In charge of the designing of the app that aims to connect people through food
  Presenting a Pitch Talk in front of VCs
- **General assistant in Foothill Library** 09.2013-06.2015
  Technical services for library
- **Java developer internship in Sofmit Corp** 07.2014-08.2014
  Working with teammates who have diverse backgrounds
  Working on the customers' data management system of Bank of China

Awards

- Provost's Honors Present
- UCSD You Can Scholarship 08.2015
- Foothill Anita Manwani-Bhagat & Arjun Bhagat Scholarship 2014-2015
- National Science Foundation STEM scholarship 2014-2015

Projects

- **App Development**
  - **Fetch** – design and implement a grocery shopping app that allowed user delegate their grocery shopping to others
  - **Tish** – design a social network app that connect people through their food preference
- **Java, C and C++**
  - ***Kevin Bacon game*** – using graph theorem to create a game that can find the connections of two actors through the movies they acted. Evolving BFS, DFS, Dijkstra algorithm, and several different data structures like hash map, hash table, and priority queue
  - ***File compress application*** – compresses large files and uncompresses the compressed files using Huffman tree algorithm with some data structures like stack and priority queue
  - ***Autocomplete application*** – stores the dictionary into a multiway trie and uses optimized breath first search to finish autocompleting based on the frequency of each words. Evolving data structures like queue, priority queue, unordered map, unordered set, and set
  - Implementing different data structures like functional stack, generic linkedList, generic hashTable, and generic self-balance binary search tree.
- **JavaScript, HTML, and CSS**
  - ***Front-end for a business review site*** – allows users to rank businesses based on different keywords
  - ***Word guessing game*** – allows users to guess a word and restart the game the previous session