

JUNJUN RUAN

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SUMMARY

Master in computer science major with strong background in object-oriented programming, web development, social network research and one year software testing experience seeking Software Engineer.

PROFESSIONAL SKILLS

Programming: Java, JavaScript, HTML/HTML5, CSS/CSS3, MATLAB, R, SQL, PHP
Frameworks/Libraries: Bootstrap, jQuery, Knockout, Jasmine, TestNG
Platforms: Linux, Mac OS, Windows
Others: Eclipse, Git/Github, Selenium, Maven, Grunt, JSON, WAMP, Chrome Developer Tools, Oracle Database, PL/SQL, Hadoop, Tomcat, LoadRunner, \LaTeX

WORK EXPERIENCE

Graduate Assistant The University of North Carolina at Greensboro, Greensboro, NC *Aug. 2014 - May 2015*
Developed an algorithm to reduce social network connectivity with efficient link cuts. The speed of virus and misinformation spread can be slowed down the most or even cut off. Two measures were defined to evaluate the algorithm: average inverse shortest path length (AIPL) and rumor saturation rate (RSR).
[*Technics:* MATLAB, \LaTeX]

Test Engineer Hangzhou CS&S Anren Network & Com Co.,Ltd, Hangzhou, China *June 2010 - June 2011*
Collaborated with developers, participated in teams through the full Agile software development life cycle:
1) read requirements, wrote test plans and designed test cases; 2) set up test environments; 3) executed manual testing, posted and tracked bugs; 4) created and ran automated test scripts; 5) finished test reports.
[*Technics:* Oracle, Tomcat, TestDirector, LoadRunner]

PROJECTS

- **Personal Website** www.junjun-cs.me *2015*
 - Created a personal website to show my biography information, resume and portfolios etc;
 - Made the website responsive to devices of different screen sizes.
 - [*Technics:* JavaScript, HTML/HTML5, CSS/CSS3, jQuery, Bootstrap, WAMP, PHP, JSON]
- **Neighborhood Map** <https://github.com/junjunruan/P5-Neighborhood-Map> *2015*
 - A single-page web application that displays a Google Map of an area and various nearby restaurants;
 - Users can search all included landmarks and, when selected, animation is displayed on landmarks and additional information about a landmark is presented from the FourSquare APIs.
 - [*Technics:* Knockout Framework, Google Maps APIs, FourSquare APIs]
- **Classic Arcade Game** <https://github.com/junjunruan/P3-game> *2015*
 - Developed a game which is cloned from the classic frogger arcade game;
 - Implemented functions including select characters, start/pause the game and calculate scores;
 - Learned JavaScript pseudo-classical pattern. Created three entities: Enemy, Player, Game to build the game.
 - [*Technics:* JavaScript, HTML5 Canvas, CSS, Chrome Developer Tools, GitHub]
- **Wedding Catering Application** <https://github.com/junjunruan/Catering-Application> *2013*
 - Worked on a team to develop a custom wedding catering java application;
 - Documented requirements, created use-case diagrams, designed a Swing GUI and implemented functions.
 - [*Technics:* Java Swing]

EDUCATION

Certification - **Udacity** *June 2015 - Nov. 2015*
Front-End Web Developer Nanodegree
M.S. in Computer Science | GPA: 3.7/4.0 *Aug. 2013 - May 2015*
The University of North Carolina at Greensboro, Greensboro, NC, USA
Master's Thesis: Efficient Link Cuts in Online Social Networks (*Advisor:* Prof. Jing Deng)
B.S. in Computer Science | GPA: 3.2/4.0 *Step. 2006 - June 2010*
Zhejiang University of Finance and Economics, Hangzhou, Zhejiang, China
Bachelor's Project: Market Trading Management System Development (*Advisor:* Prof. Fasheng Sheng)