RunQi Bi

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EDUCATION

University of Toronto, St. George Campus

September 2016 - June 2021 (expected)

Honours Bachelor of Science, 3rd Year

Specialist in Computer Science, major in statistics and Minor in Mathematics

Focus on Artificial Intelligence

Relevant Courses Software Design (CSC207), Software Tools and System Programming (CSC209)

Introduction to Artificial Intelligence (CSC384), Algorithm Design, Analysis & Complexity (CSC373)

TECHNICAL SKILLS

ProgrammingPython, Java, C, JavaScript, Verilog, SQL, HTML, CSS, jQuery, SAS, Latex **Development Tools**Android Studio, WebStorm, Git, GitBook, PyCharm, Visual Studio Code,

WordPress, Bootstrap, Intellij, UML, VirtualBox, Valgrind, GDB

Document Tools Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Markdown

Platforms Windows, MacOS, Android, Linux

Certificate SAS Certified Base Programmer for SAS 9

RELEVANT PROJECTS

Game Center (Android, Java)

Fall 2018

Project Manager of 5-person team, CSC207: Software Design

UofT

Developed the Game Launch Center that allows users to log in with accounts and play mutiple games.
Implemented file-based data storage in order to save the game state and scoreboard.

Word Guessing Game Over Socket (C)

Winter 2019

Individual Project, CSC209: Software Tools and System Programming

UofT

• Developed multitasking server to handle multiple clients transferring messages using sockets.

Multi-Agent Pacman Game (Python)

Summer 2019

Individual Project, CSC384: Intro to Articial Intelligence

UofT

- Keywords: DFS, BFS, A* Search, Minimax, Expectimax, Alpha-Beta Pruning
- Analyzed both heuristic search and uninformed search algorithms, and implemented multi-agent models.

Personal Website(Continued)

Summer 2019

Individual Project | A http://birunqi.com

• Deployed using HTML, CSS and JavaScript. See more relevant projects for details.

Crowdmark(Continued)

Summer 2019

• Use Cookies to allow Crowdmark users to log in and download their files. Front-end in HTML, Back-end in Python.

EXTRA -CURRICULAR ACTIVITIES