Limeng Ruan

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❖ **Job Objective**
  ➢ Software Engineer
  ➢ VideoGame Developer

❖ **Education**
  ➢ Stony Brook University, NY (2014 to Present), Major in Computer Science.
  ➢ Overall GPA: 3.42   CSE major courses GPA: 3.75

❖ **Programming Experience and current learning activities**
  ➢ Proficient Java programming
    ■ Course project including many small applications utilizing specific data structures within 1000 lines of code. Designed and wrote a JavaFX-based game with about 4000 lines of code.
    ■ Teaching assistant for Computer Science III, a Java-based course, utilizing many tools such as git, xml, json,UML diagrams for software development.

  ➢ Experience with Robotic programming using RobotC, a C-based language.
  ➢ Learning System Fundamental and Assembly Language(MIPS) during current semester(2015).
  ➢ Self learning C++, HTML, JavaScript, and Linux terminal commands.

❖ **Other Skills**
  ➢ Modeling application such as AutoCad, 3ds Max, UDK and Zbrush.
  ➢ Video/Image editing using Camtasia/Photoshop
  ➢ Chinese(Native), English(Fluent speaking, accurate listening and fast reading)
  ➢ Excellent memory that can store large numbers, such as 150 digits of PI in 30 minutes.

For more information about me or about the skills listed, visit my website
http://lemonruan.github.io/lemonruan/