

➤ **Job Objective**

- Summer Internship in software development and computer game design

➤ **Education**

- Stony Brook University, NY (August 2014 to Present, Bachelor of Science degree expected in December 2017)
- Major in Computer Science.
- Overall GPA: 3.45/4 Major GPA: 3.66/4

➤ **Skills/Strength**

- **Programming Languages:**
  - Proficient: Java , C, C++.
  - Intermediate: Javascript, C#, SML, Prolog, WebGL, Python, MIPS.
- **Design & IDE tools:** Blender, Unity, Adobe Photoshop, Netbeans, Visual Studio.
- **Operating System:** Windows, Linux ubuntu.
- **Professionalism:** Git version control, good code readability.

➤ **Experiences and Projects**

- ***Dismember - 2D side scroller game(in C++):***
  - Champion of Annual Game Programming Competition at Stony Brook University in May, 2016. <http://www3.cs.stonybrook.edu/~games/>
  - Lead programmer and designer of the game.
  - Responsible for modifying game engine, implementing character sprites, designing level file structure and configuration of physics in Box2D.
  - Not available currently because it's under remake after good feedbacks from people.
- ***Tech Wars - 3D RTS game(Unity, in C#):***
  - Responsible for all the coding while a friend helps out with art work.
  - Use this link to download and play this demo (Use **1366 \* 768** resolution! In case you not reading from the website):  
<http://lemonruan.github.io/lemonruan/skill-page.html#unity>
- ***Teaching Assistant for software engineering(in Java):***
  - Weekly guiding and grading students in recitations that deal with things such as JavaFX, Version Control, Debugging, Multithreaded programming, Junit Testing, Web development, Object-Oriented designs.
  - Held office hours for guiding and helping students in assignments and projects.
- ***Benevolent Computing:***
  - Communicating directly with a local organization that helps children under family violence.
  - Designing and making a javascript character builder game for children.