

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: 3.46 CSE major courses GPA: 3.75

❖ Programming Experience and expected future learning

- Proficient Java programming skills trained in the courses during freshman year.
 - Completed many projects in CSE courses that helped me learn, including many small application utilizing specific data structures within 1000 lines of code, designing and writing a JavaFX based game of about 4000 lines of code.
 - Being a teaching assistant for Computer Science III, a course that was taught in Java, utilizing many tools such as git, xml, json, and requires students to be able to understand, edit and design projects of about 2k to 3k lines of code.
- Studying System Fundamental and Assembly Language(MIPS) during current semester(2015, first semester as a sophomore), while teaching myself C++, HTML, JavaScript, and getting used to Linux terminal commands.
- Planning on taking as least three advanced computer science courses next semester before summer 2016.

❖ Other Skills

- Modeling application such as AutoCad, PhotoShop, 3ds Max, UDK and Zbrush.
- Experience in Robotic programming.
- Chinese(Native), Englishas second Language(Fluent speaking, accurate listening and fast reading)

For more information about me or about the skills listed, visit

<http://lemonruan.github.io/lemonruan/>