

Limeng Ruan

42 Christian Ave, East-Setauket, NY, 11733.

Cell: 631-800-6671

limeng_ruan@stonybrook.edu

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

❖ Job Objective

- Software Engineer
- Game Developer

❖ Education

- Stony Brook University, NY (2014 to Present, Expected Graduation in December 2017), Major in Computer Science.
- Overall GPA: 3.45

❖ Programming

- Well-versed in Java, C, C++.
- Knowledge and experience in other languages that are of the similar and different programming paradigms:
 - e.g.: C#, JavaScript in similar paradigms
 - e.g.: SML, Prolog in different paradigms

❖ Other technical skills

- 3D modelling in Blender
- 3D game programming in Unity
- Photoshop
- Familiar with Windows and Linux Ubuntu

❖ Experiences and Projects

Dismember - 2D side scroller game:

- Champion of Annual Game Programming Competition at Stony Brook University in May, 2016.
- The game is originally coded in C++, made with a game engine created by a Professor who teaches game programming. The engine is vastly modified by the creator of the game.
- The game is currently under reevaluation and redesign. The possible new choice of engine is Unity in 2D mode. The projected release is in May 2017.

Teaching Assistant:

- Weekly guiding and grading students in recitation that involves technologies such as Version Control, Debuggers, Multithreading programming, Junit Testing.
- Held office hours for guiding students in assignments and projects that are usually above 2K lines of code.