Limeng Ruan

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❖ **Job Objective**
  - ➤ Software Engineer
  - ➤ VideoGame Developer

❖ **Education**
  - ➤ Stony Brook University, NY (2014 to Present, Expected Graduation in 2018), 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. (Checkout my software design and code at my Website:
      http://lemonruan.github.io/lemonruan/skill-page.html#java)

    - ■ 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.
  - ➤ Completion of all the required courses in mathematics at the end of current semester.

❖ **Other Skills**
  - ➤ Modeling application such as AutoCad, 3ds Max, UDK and Zbrush.
  - ➤ Video/Image editing using Camtasia/Photoshop.
  - ➤ Basic Mechanical and Electrical Engineering skills learned from an engineering course in high school.
  - ➤ 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.