

601 Brussels St., San Francisco CA 94134. (415)828-7020. Jiashengcui@gmail.com

Jiasheng(Chris) Cui

Objective

Seeking a challenging full-time position of entry level programmer or software engineer in uprising industry where I can apply and grow my expertise and capabilities in technology production.

Education

San Jose State University

B.S., Computer Science, graduated in Spring 2015

Related Coursework: Database Management, Mobile Device Development, Server-side Web Development

Qualification

- Familiar Programming Languages: Java, HTML5, CSS3, PHP, Javascript, SQL, Android application development, Haskell
- Software: Netbeans, Eclipse, Android Studio, Adobe Dreamweaver, Emacs, Cygwin, etc.
- Bilingual: Able to read and write in English & Chinese(Cantonese & Mandarin)
- Personality: Initiative, good communication skills, quick learner, able to work independently or in group, able to multi-task and adapt in different environment.
- Leadership: president of a student organization
- Other: Familiar with various of software development model, Legally allowed to work in the United States

Experience

Internship in GoPackUp(Android, Javascript)

March 2015 -Present

- Provide support in Android application and website development

TalkTumme- Intel Rapid Prototyping Challenge 2.0(Android, Anduno)

March 2015 -May 2015

- In a group of four, developed ideas and product prototype within two months
- created a solution to solve the problem while feeding newborn children
- provided real time cloud computing with implementation of Intel Edison board
- second place winner team

Web Design (Html, Php, CSS, Javascript)

Spring 2015

- implemented a new website for International Business Association(Student Organization)

Christmas in the Park Mobile App(Android, Xml)

Fall 2014

- Helped a non-profit organization to develop a mobile app for thousands of users
- Worked in a team of five to accomplish requirements from client, and meet deadlines
- Designed the layout with XML and background function with Java

Parser Project(Java, Haskell)

Spring 2014

- Used both Java and Haskell to create a language parser to define a given language grammar
- Used OrderedTree in Java API to store each word type as a nodes, and identify its word type
- Provided output as the language defined

Game development(Java)

Fall 2013

- Worked in a team of four to develop an intelligent Bot to play Rock, Paper, & Scissor game against human players
- The program was able to learn from human players' choice behavior
- Implemented a user interface with JPanel and functions with Java
- It contained different functionalities for users, includes: user interface, multiple threads