

MERRICK TIAN

UNIVERSITY OF MARYLAND COLLEGE PARK
B.S. COMPUTER SCIENCE
CLASSICAL MYTHOLOGY MINOR

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Education

Algorithms • Organization of Programming Languages
Intro to Computer Systems • Discrete Structures
Object-Oriented Programming • Multivariate Calculus
Dean's List: Fall 2018-Spring 2019 • GPA:3.817

Technical Skills

Java	C#	R
C	Python	GitHub
Ruby	HTML	MATLAB
OCaml	CSS	
	Unix	

Projects

Sierokarte Bot • github.com/mtian725/Sierokarte-Bot

December 2019 - Present

- Designed in order to improve quality of life, guide beginners, and also adding fun elements for servers.
- Collaborating as a team of three to construct a bot for Discord while using Github in order to maintain and create a centralized codebase.
- Implementing bot with a focus on coding with **Python** and the **Discord.py** library.

Personal Website • github.com/mtian725/merricktian.github.io

January 2020 - Present

- Designed in order to have another source to centralize all my work while also acting as a portfolio.
- Will continue to work to add more features and implementing interactive elements.
- Coded the website's front-end using **HTML5** and **CSS**.

General Projects

Undergrad Research Assistant

College Park, MD

FIRE: The First-Year Innovative Research Experience

August 2018 - December 2019

Phillips Virtual Culture

Research Advisor: Kyungjin Yoo

- Collaborated with Phillips Collection to utilize augmented reality, virtual reality, and beacon-based mobile location intelligence in order to develop innovative ways to explore and learn from museums.
- Managed own research proposal along with being responsible for constructing our own application, and continuing progress from summer.
- Constructed an application using **Unity**, **ARCore**, and **C#**, where data was collected that supports the idea that augmented reality can be used to draw interest outside of a museum setting.

Summer Fellow Program

May 2019 - July 2019

- Selected by FIRE faculty to participate in an 8-week immersive research experience, spending 18 hours a week to work closely with the research educators and peers.
- Attended weekly seminars regarding professional development, continued education, and communication skills.
- Researched whether augmented reality can be used to generate interest outside of the museum by integrating Jacob Lawrence's Migration Series into an application using **Unity**, **C#**, and **ARCore**.

Volunteering

Wispring Education Development Foundation

Hunan, China

Teaching Assistant and Teacher

July 2016 and July 2018

- A nonprofit organization set in China dedicated to provide education to those living in rural areas.
- Aided coworkers and taught English to a class of 20 to 30 students between the ages of 12 to 15.
- Managed courses, entertainment, and student needs for two weeks with about 30 other volunteers.