

XINTIAN MENG

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EDUCATION

University of California, Berkeley – Berkeley, CA

Aug 2017

Bachelor of Arts, Computer Science

- Coursework: Data Structure; Algorithms; Database Systems; Computer Security; Artificial Intelligence; Computer Architecture; Computer Graphics; Numerical Analysis; Abstract Algebra; Linear Algebra; Calculus; Discrete Math

SKILLS

Java; Python; SQL; JavaScript; HTML/CSS; C; C++; PHP; Ruby
Git; Linux; Flask; NumPy

EXPERIENCE

China National Software – China Resoft

Dec 2016 – Jan 2017

Software Engineer Intern

- Designed and made a demo for a Funds Management System; Assisted project manager on a daily basis
- Frequently met with business clients ranging in sizes of Companies managing \$10M+ funds to the largest banks in China

Huawei Technologies

May 2016 – June 2016

Public Relations Intern

- Shadowed the department director and learned about the corporation's culture, values and management system

LEADERSHIP

Theta Chi Fraternity Alpha Sigma Chapter

Oct 2014 – May 2015

Treasurer

- Founding Father and the First Treasurer of the chapter; Help grow the chapter from 3 members to 20+ members
- Managed budgets of Thousands of Dollars, 100% under budget rate; Held Chapter and Executive board meetings regularly; Events planning

PROJECTS

Bear Maps

April 2016

- A GoogleMap-alike web application for the city of Berkeley. Map Rastering is built using QuadTree as data structure, and supports location searching and routing.
- 1-person project. Java, XML

Light Field Rendering for Quick Focal Changes and Stereoscopic 3D

April 2017

- Ray tracer: implemented a physically-based renderer using path-tracing algorithm to create 4D light fields
- Created an interactive GUI to process the light fields and generate images with variable focal distance, depth of field and stereoscopic 3D effects
- 2-person project. C++

E-sports Hedge Betting System

May 2017

- A hedge betting system implemented from the discovery of the betting odds differences among different E-sports betting websites
- 1-person project. Python

Text Editor

March 2016

- Text Editor with the functionality of: opening, saving and editing text files; changing font size; window resizing and word wrapping; moving cursor using mouse and keyboard inputs
- 1-person project. Java