

XINTIAN MENG

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EDUCATION

University of California, Berkeley **BA, Computer Science** *Aug 2017*

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

SKILLS

LANGUAGES: • Java • Python • SQL • JavaScript • HTML • CSS • C • C++ • PHP • Ruby
OTHERS: • Git • Linux • Bash • Flask • NumPy • Node.js(Learning) • React Native(Learning)

EXPERIENCE

China National Software-China Resoft **Software Engineer Intern** *Dec 2016 – Jan 2017*

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

Huawei Technologies **Public Relations Intern** *May 2016 – Jun 2016*

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

LEADERSHIP

Theta Chi Fraternity Alpha Sigma Chapter **Treasurer** *Oct 2014 – May 2015*

- 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 and fund raising

PROJECTS

Bear Maps (JAVA, XML) *April 2016*

- A GoogleMap-alike web application for the city of Berkeley. Achieved Map Rastering by implementing data structure – QuadTree; Efficient Location Searching and Routing are supported by implementing A* search algorithm

Light Field Rendering (C++) *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

E-sports Hedge Betting System (Python) *May 2017*

- Developed a Hedge Betting System through the discovery of the betting odds differences among different E-sports betting websites

Hangman Game (Python-Flask) *Jan 2018*

- Hangman Game, including User login system and access control, implemented as a web application using Python-flask web framework, SQLite as database; Integrated MVC and RESTful design