

# XINTIAN MENG

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## EDUCATION

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**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

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LANGUAGES: • Java • Python • SQL • JavaScript • HTML • CSS • C • C++ • PHP • Ruby  
OTHERS: • Git • Linux • Bash • Flask • NumPy

## EXPERIENCE

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**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 – June 2016*

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

## LEADERSHIP

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**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

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**Bear Maps (JAVA, XML)** *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.

**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*

- A hedge betting system implemented from the discovery of the betting odds differences among different E-sports betting websites

**Text Editor (JAVA)** *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