

Rui Peng

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Syracuse, NY github.com/pengr7

EDUCATION

Syracuse University, College of Engineering and Computer Science
M.S., Computer Science, 05/2020
Sun Yat-sen University, School of Data and Computer Science
B.E., Software Engineering, 06/2018

WORK EXPERIENCE

Sun Yat-sen University, TA in Software Engineering Training, 08/2016

- Guided students in developing the Agenda system and helped them solve problems
- Inspected students' code and evaluated their performance

Goody Entertainment Co., Ltd., C++ Programmer Intern, 03/2018-04/2018

- Fixed issues and added features to a cross-platform multiplayer video game
- Thrived in a team environment and worked well with colleagues

PROJECTS

Rubik's Cube Simulator, 05/2017-08/2017

- Developed a Rubik's cube simulator in C++ using OpenGL
- Implemented basic operations (turning), view tuning, shuffling and restoring, etc.
- Provided detailed documentation and user manual for the software

Agenda, 07/2015

- Developed a command-based agenda management system based on a 3-tier architecture in C++
- Completed coding, debugging and software testing in Linux
- Utilized object-oriented programming, design patterns, and UML diagrams

Matrix, 04/2015-06/2015

- Developed classes Matrix and Vector in C++ for linear algebra operations
- Implemented matrix operations, sorting, calculation of determinant and inverse, showing (based on OpenGL), file I/O, etc.
- Utilized templates, overloading, inheritance and exception handling

AWARDS

Merit-based Scholarship at Syracuse University, 02/2018
#3 among 277 contestants in "Large-scale Classification-SYSU-2017" on Kaggle, 07/2017
Honorable Mention in the Interdisciplinary Contest in Modeling, 04/2017
Individual Scholarship at Sun Yat-sen University, 09/2015

SKILLS

Languages: English (fluent), Mandarin
Technical: C/C++, Java, Android, MATLAB, Python, Haskell