Rui Peng

(315)-278-6633 rpeng06@syr.edu
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

Gooody Entertainment Co., Ltd., C++ Programmer Intern, 03/2018 - 04/2018
- Fixed issues and added features to a cross-platform multiplayer video game
- Tested functions and the overall gameplay
- Collaborated thoroughly with colleagues in designing, coding, and testing

Sun Yat-sen University, TA in Software Engineering Training, 08/2016
- Guided students in developing the Agenda system, answered their technical questions and assisted them in debugging
- Inspected students' code and evaluated their performance

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
- Provided detailed documentation including an intelligible user manual

Agenda, 07/2015
- Developed a command-based agenda management system in C++ based on a 3-tier software architecture
- 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 & inverse, showing (based on OpenGL), and file I/O.
- 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++, MATLAB, Java, Android, Python, Haskell