

Shaun Ren

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SKILLS

PROGRAMMING

Proficient:

C • C++ • Java • Python

Familiar:

MATLAB • NumPy • Sage

CSS • JavaScript • HTML • C#

LaTeX • Lua • Lisp • SQL • Bash

Assembly • Haskell • Android • Linux

Windows • Git • SVN • Emacs

Visual Studio • Eclipse • NetBeans

LANGUAGES

Native:

English • Mandarin Chinese

Intermediate:

Japanese • Latin

CERTIFICATIONS

.NET FRAMEWORK - APPLICATION DEVELOPMENT FOUNDATION

Dec 2010 | Microsoft

INTERESTS

Quantum computing • Quantum gravity

Neuroscience • Number theory

Guitar • Calligraphy • Linguistics

Reading • Biking

EDUCATION

UNIVERSITY OF WATERLOO

CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE

MINOR IN PHYSICS

Sept 2014 - Present | Waterloo, ON

THE WOODLANDS SCHOOL

HIGH SCHOOL DIPLOMA

Sept 2010 - Jun 2014 | Mississauga, ON

- Enrolled in Peel Regional Enhanced Learning Program

RESEARCH INTERESTS

- Pattern recognition, prediction and feedback using computational neuroscience models
- Quantum computing, theory and implementation
- Quantum key exchange protocols
- Quantum neural networks, and its applications

WORK EXPERIENCE

SONY NETWORK ENTERTAINMENT | C++ DEVELOPER

May 2015 - Present | Waterloo, ON

PROJECTS

- Designed and implemented an Android arcade shooter game using accelerometer as input
- Designed and implemented a simple UNIX-like monolithic kernel in C++
- Implemented a first-order logic engine in Haskell
- Implemented a convolutional neural network in C++ for handwritten OCR
- Ported OpenTuring from Windows to Linux

AWARDS

2014 5th/1190 in Canada

2014 38th/641 in Canada

2014 347th/13852 in Canada

2013 1st in Ontario

Canadian Computing Competition Silver

Google Code Jam Round 2 (handle: **shaunren**)

Euclid Mathematics Competition

ECOO Competition Winning Team