Shaun Ren

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SKILLS

PROGRAMMING
Proficient:
C • C++ • Java • Python
Familiar:
MATLAB • SciPy • Sage • TensorFlow
CSS • JavaScript • HTML • C#
LaTeX • Lua • Lisp • SQL • Bash
Assembly • Haskell • Android

SYSTEMS
Linux • FreeBSD • Windows • OS X

EDITORS
Emacs • Vim • Visual Studio • Eclipse

SOURCE CONTROL
Git • SVN • Perforce

LANGUAGES
Native:
English • Mandarin Chinese
Intermediate:
Japanese • Latin

CERTIFICATIONS

.NET FRAMEWORK - APPLICATION DEVELOPMENT FOUNDATION
Dec 2010 | Microsoft

INTERESTS

Quantum computing • QFT
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

Courses

PHYS 443	Quantum Physics 3	87%
PHYS 256	Geometrical and Physical Optics	97%

COURSERA

Computational Neuroscience	Jun 2015

RESEARCH INTERESTS

- Pattern recognition, prediction and feedback using computational neuroscience models
- Quantum computing, theory and implementation

WORK EXPERIENCE

GOOGLE | Software Engineering Intern
Jan 2016 - Present | Kirkland, WA

- Character-level deep convolutional neural networks for sentiment analysis

SONY NETWORK ENTERTAINMENT | C++ developer
May 2015 - Aug 2015 | Waterloo, ON

- Worked on the DLNA backend of Media Go
- Implemented an on-the-fly MP3 transcoder with LAME
- Wrote a DLNA certification automation server using Microsoft Casablanca

PROJECTS

- An UNIX-like monolithic kernel for i686 in C++14
- A parallel ray tracer in Haskell
- A first-order logic engine in Haskell
- A convolutional neural network in C++ for handwritten OCR
- Ported OpenTuring from Windows to GNU/Linux

AWARDS

2014	5th/1190 in Canada	Canadian Computing Competition Silver
2014	38th/641 in Canada	Google Code Jam Round 2 (handle: `shaunren`)
2013	1st in Ontario	ECOO Competition Winning Team