Shaun Ren

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SKILLS

PROGRAMMING

Proficient:
C • C++ • Java • Python
Familiar:
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

Guitar • Calligraphy • Linguistics
Reading • Biking

PROJECTS

- Designed and implemented an Android arcade shooter game using accelerometer as input
- Designed and implemented a simple UNIX-like monolithic kernel in C++
- Designed and implemented a puzzle game in C#
- Implemented a first-order logic engine in Haskell
- Implemented a convolutional neural network in C++
- Implemented a basic Lisp interpreter in Python
- Ported OpenTuring from Windows to Linux
- Modified the competitive programming judge cms to support various programming languages such as Python, Haskell, and Turing

EDUCATION

UNIVERSITY OF WATERLOO

CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE
Sept 2014 - Present | Waterloo, ON

THE WOODLANDS SCHOOL

HIGH SCHOOL DIPLOMA
Sept 2010 - Jun 2014 | Mississauga, ON

- Enrolled in Peel Regional Enhanced Learning Program
- President of the computer science club (Sept 2013 - June 2014)
- Member of the intermediate jazz band (2010 - 2012)

AWARDS

2014	5th/1190 in Canada	Canadian Computing Competition Silver
2014	38th/641 in Canada	Google Code Jam Round 2 (handle: `shaunren`)
2014	347th/13852 in Canada	Euclid Mathematics Competition
2013	1st in Ontario	ECOO Competition Winning Team
2012	7th/883 in Canada	Canadian Computing Competition Silver