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## CHEN DI

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Block 610 #11-220  
Singapore, 120610

### EDUCATION AND QUALIFICATIONS

<b>Singapore</b>	<b>National University of Singapore</b>	<b>Aug 2013 - Jul 2017</b>
<ul style="list-style-type: none"><li>Bachelor of Computing with Honors (Computer Science) specializing in Interactive Media and Algorithms. Current GPA: 3.9/5.0</li><li>Undergraduate Coursework: Computer Networking; Computer Architecture; Calculus for Computing; Discrete Mathematics; Software Engineering; <b>Computer Graphics; Programming Languages; Algorithm Analysis.</b></li></ul>		
<b>U.S.</b>	<b>University of California, Berkeley</b>	<b>Jun 2015 - Aug 2015</b>
<ul style="list-style-type: none"><li>Summer School, Electrical Engineering &amp; Computer Sciences.</li><li>Undergraduate Coursework: Computer Programs; <b>Operating Systems.</b></li></ul>		

### HONORS AND AWARDS

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| • <b>MOE SM2 Scholarship</b> (2013-2017)                   | Full scholarship for international undergraduate students.   |
| • <b>Autodesk Intern Certificate of Achievement</b> (2015) | Outstanding contributions to the licensing team.             |
| • <b>Web Application Contest Vostok Achievement</b> (2014) | Completion of a GAE web application in a 3-month contest.    |
| • <b>3D Modeling Contest Winner</b> (2014)                 | Obtained highest grade in OpenGL course 3D Modeling contest. |

### EMPLOYMENT

<b>Software Test Engineer Intern</b> Business Model Solution	<b>Autodesk</b> Licensing Platform Team	<b>Jan 2014 - June 2015</b> Singapore
<ul style="list-style-type: none"><li>Developed new enterprise software license usage website, built a new Front-End and Back-End.</li><li>Helped the team test license framework, perform MD5 file verifications for Linux (RedHat), Windows and OS X releases.</li><li>Followed Scrum developing process amongst the team.</li></ul>		
<b>Teaching Assistant</b> CS3241 - Computer Graphics (OpenGL, 3D Modeling, Ray Tracing, Image Rendering).	<b>National University of Singapore</b>	<b>Aug 2015 - Current 2015</b>

### TECHNICAL EXPERIENCE - PROJECTS

- A Todo-List Application** (2014). A todo desktop application, assisting user with personal daily tasks and schedules. *MVC, Java, Junit, Eclipse, Natural Language Processing.*
  - <https://github.com/cs2103aug2014-w15-1j/main>
- HTTP Proxy** (2015). A multi-thread HTTP proxy compatible with FireFox browser. Can perform basic forwarding and receiving of HTTP requests. *Java.*
  - <https://github.com/sundychenD/HTTPProxy>
- Web Application Development** (2014). Developed a social website that assist people to share food receipts, integrated login authentication with Google Sign-In. *Python, Jinja2, JavaScript, Bootstrap, Google App Engine.*
  - <https://github.com/sundychenD/foodi01>
- File Transfer Application** (2015). A reliable file transfer application built on User Datagram Protocol (UDP), compose a File-Receiver and a File-Sender. *Java.*
  - <https://github.com/sundychenD/ReliableUDP>
- My Personal Website** (2015). <https://sundychend.github.io>

### ADDITIONAL EXPERIENCE

- XinDele (Schindler) Charity Volunteer** (2014).
- Military and Politics Club, Vice President** (2010-2011).  
A military knowledge club, give open talk on a constant basis to people who share interests in military knowledge.

### LANGUAGES AND TECHNOLOGIES

- Java; Python; C; C#; Ocaml; Scala; HTML; CSS; PHP; MySQL; JavaScript; node.js.
- IntelliJ IDEA; Eclipse; Visual Studio; Vim.