TIANRUI CHEN

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OBJECTIVE

I am a UC Berkeley student with experience in programming and web development looking to further develop my skills through internship opportunities in software development.

EDUCATION

2015-2019 (expected) – University of California, Berkeley
- Freshmen pursuing B.A. in Computer Science

2011-2015 – Homestead High School, Cupertino, CA

SKILLS AND INTERESTS

Coding Languages – Java, C#, JavaScript, HTML, CSS, C
Software – Unity, Android Studio, Photoshop
Other Skills – Public speaking, teamwork
Interests – Coding, entrepreneurship, ping pong, video games, running, drawing

EXPERIENCE

2015 – Member of Mobile Developers of Berkeley
- Developing mobile applications on Android and IOS platforms

2015 – Third place team at "Hack Into It" Hack-a-thon
- Created a server using Node.js and MongoDB to analyze tax data

2013 – Created game called "Derailed!" on Apple App Store and Google Play Store
- Responsible for both code and artwork

2012-2015 – Chief of Operations at Terra Environmental Non-Profit
- Organized activities and initiatives promoting awareness of environmental issues

2014-2015 – Vice President of Homestead High School Quiz Bowl Club
- Organized club events and competition participation and led team to first national 8th place finish

2010-2015 – AIME Qualifier
- Qualified for the second round of the American Mathematics Competitions

PROJECTS

Journey
- Road trip planning website that provides hotel and restaurant options along a given start and end location based on how far one wishes to drive each day. Responsible for Node.js backend, partial implementation of HERE API, and HTML/CSS.

Multiplayer Snake
- Web based multiplayer snake game. Responsible for Node.js and Socket.io server along with partial JavaScript implementation of client side interactions and the actual game.

Derailed!
- 2D Android and IOS infinite runner game involving placing tracks in front of a moving train using Unity game engine. Responsible for C# code and most artwork.