

TIANRUI CHEN

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EDUCATION

2015-2019 (expected) – University of California, Berkeley, CA

- Freshmen pursuing B.A. in Computer Science
- Related Courses:
 - CS 61A - The Structure and Interpretation of Computer Programs
 - CS 61B - Data Structures
 - Math 54 – Linear Algebra and Differential Equations

2011-2015 – Homestead High School, Cupertino, CA

- Related Courses: AP Computer Science, AP Calculus BC

SKILLS

Coding Languages – Java, Python, C#, JavaScript, HTML, CSS

Software – Unity, Android Studio, Photoshop

Other – Node.js, Express, Socket.io

EXPERIENCE

2015 – Member of Mobile Developers of Berkeley

- Developed mobile app NoteHub, an Android note sharing platform for Berkeley college students

2015 – Third place team at “Hack Into It” Hack-a-thon

- Created a server and database using Node.js and MongoDB to analyze tax data

2012-2015 – Chief of Operations at Terra Environmental Non-Profit

- Led initiative promoting reusable bottles by distributing 1,000 stainless steel bottles among 6 high schools

2014-2015 – Vice President of Homestead High School Quiz Bowl Club

- Led school team to first ever national 8th place finish of 273 teams that qualified

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.

Multiblox

- Web based multiplayer cooperative Tetris game. Responsible for Node.js and Socket.io server along with partial JavaScript implementation of game mechanics and graphics.

Derailed!

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