

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, CA

- Freshmen pursuing B.A. in Computer Science
- Related Courses: CS61A, CS61B

2011-2015 – Homestead High School, Cupertino, CA

- Related Courses: AP Computer Science, AP Calculus BC

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

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 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.