

# Tianrui Chen

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## Education

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- 2015-2019– **University of California, Berkeley**
- Sophomore pursuing **B.A. in Computer Science** (Junior Standing)
- **GPA:** 3.9
- **Related Courses:**
  - CS 61A - The Structure and Interpretation of Computer Programs
  - CS 61B - Data Structures
  - CS 61C - Machine Structures
  - Math 54 - Linear Algebra and Differential Equations
  - Math 70 - Discrete Math and Probability Theory

## Skills

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- **Programming** – Java, Swift, Python, Javascript, C#
- **Libraries/Platforms** – Node.js, Express, Socket.io, Flask
- **Markup** – HTML, CSS, Latex
- **Databases** – MongoDB, SQL
- **IDE/Software** – Unity, Xcode, Android Studio, Photoshop
- **Other** – Firebase, ElasticSearch

## Experience

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2016 – Mobile Development Intern at **EmKite Inc.**

- Developed prototype of EmKite iOS app, a streamlined platform for connecting local gig-type job seekers to hirers.
- Created frontend UI in Swift, implemented Firebase API, designed database structure, implemented ElasticSearch on AWS for search functionality with geo-location, implemented chat system, profile system, and availability and booking system.

2015 – Member of **Mobile Developers of Berkeley**

- Developed mobile app NoteHub, an Android note sharing platform for Berkeley students.
- Implemented sending and retrieving note data from Parse server and camera functionality.

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.

## Projects

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### Multiblox

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

### 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. Created Node.js backend, partial implementation of HERE API, and HTML/CSS.

### 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.