

TIANRUI CHEN

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EDUCATION

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

- Rising Sophomore pursuing B.A. in Computer Science (Junior Standing)
- 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

PROJECTS

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.

NoteHub

- Android note sharing app designed for Berkeley students to easily post notes online and download them. Responsible for implementing sending and retrieving note data from Parse server and camera integration into app.

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.

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.