

TIANYAO CHEN

Passionate about Software Development, Artificial Intelligence, and Machine Learning.

Date of Birth: April 17th, 2000 Nationality: Chinese

Address: Mailbox 695, College Ring 3, Jacobs University Bremen, 28759 Bremen, Germany

EDUCATION

Jacobs University Bremen, Bremen, Germany

2018/08 - Present

B.S. Computer Science, Class of 2021

- **Finished courses**: Algorithms and Data Structures; Introduction to Computer Science; Programming in C; Programming in C++; Control Systems Engineering; Linear Algebra; Advanced Calculus.
- Future courses: Databases and Web Services; Computer Graphics; Software Engineering; Operating Systems; Computer Architecture and Programming Languages; Computer Networks; Machine Learning; Artificial Intelligence; Computer Vision; Robotics; Theoretical Computer Science.

EXPERIENCE

TD Tech Ltd. (China), Beijing, China

2019/06 - Present

Software Engineer Intern

• Focusing on Android ROM and app development.

Undergraduate Student Government(USG), Jacobs University Bremen

2018/11 – Present

Head of IT Department

- Deployed, modified, and maintaining the open source web app 4minitz on the university Debian server.
- Maintaining the USG constitution written in LaTeX on Gitlab.
- Maintaining the university Debian server and Ubuntu server, the university voting platform, and other websites in Django hosted on the servers.

Jacobs Selection of ACM Programming Contest, Jacobs University Bremen

2018/10

Participant

• Won the second place as a three-people team.

PROJECTS

- Personal Website: https://tillchen.com (for additional information, projects, and blog.)
- 4minitz Meeting Minutes Web App: https://minitz.jacobs.university
 - Deployed, modified, and maintaining the open source web app 4minitz from Github on the Debian server of Jacobs University Bremen with my partner.
 - Utilized: Docker, Nginx, Certbot, cron (auto certificate renewal), JSON, Linux commands, Vim, SMTP.
- Alien Invasion: Python Game https://github.com/tillchen/Alien_Invasion
 - Created a Python video game as my first big project and maintaining it on Github.
 - <u>Utilized</u>: Python, Pygame, Git.

i SKILLS

- Python, C, C++, Java, Git, Bash, Batch, LaTeX; HTML/CSS, Django, Haskell, MATLAB, docker.
- Languages: Chinese(Mandarin) Native Speaker; English Proficient; German Learning, Basic Level.