Name: **Rui Chen**
Phone: **+1 586-393-9510**
Email: chenray@umich.edu
Expected: **Summer Intern 2016 (Software Development)**

Education

Master degree -- University of Michigan, Ann Arbor *Sep.2015 – Apr.2017*
- Major in Computer Science & Engineering

Bachelor degree -- Wuhan University, China *Sep.2011 – Jun.2015*
- Major in Software Engineering
- GPA: **3.75**/4.0, Rank: top 5% (272)

Experiences

Internship in Chinese Academy of Science(ICT), Beijing *Jul.2014 – Jan.2015*
- Built web system for Appwill ltd., monitor the usage of products. Executed **8 million records** per day, 2GB in size. Backed by **Python** and **MongoDB**.
- Implemented a prediction model for an iOS app to estimate the probability of user's behavior based on their previous actions. Overlapping between **Psychology** and **data mining**.

Projects

Search Engine **--** Information Retrieval *Nov.2015 – Dec.2015*
- Sort results based on two ranking factors: PageRank and Inverted Index. Dataset is built over **Wikipedia** corpus, 316M in size.
- Applied Hadoop **Map-Reduce** framework to calculate the Inverted Index.
- Be capable of scaling to roughly the level of Google in 2004.

User level thread library **--** Multi-threads & Multi-processors *Jan.2016 – Feb.2016*
- Implemented user level threads library, CPU and monitors on Redhat Linux platform, including Mutex, Conditional Variables, supporting uniprocessor and **multiprocessors**.
- Designed CPU idle queue to avoid busy waiting and supported timer **interrupt** and inter-processor interrupts(**IPI**), using C++.

Photo Galleries **--** Web Development *Sep.2015 – Oct.2015*
- A web project about photo galleries. Support multiple users and authority management. Users can view public albums, manage their own pictures and albums and share to friends.
- Backed by **Python Flask** framework and MySQL.

VR Chat **--** Hackathon project *Feb.2016 – Feb.2016*
- Defined a fancy way to chat with friends, by applying virtual reality, using Google Cardboard and Microsoft Kinect 2.
- Designed and implemented the server, reading data from Kinect 2 and maintaining the communication between server and players, using C# and finished project in 36 hours.

NFC Quick-Pay & Micro-lending System **-- Android** Development *Jun.2013 – Sep.2013*
- Implemented share-and-pay component using Waterfall flow framework. Users share lending information to friends.
- Designed the Entity diagram for seller & buyer part.

Honors & Awards

- **National Scholarship of China (2/91)** *2013-2014*
- Third prize of Lanqiao Algorithm Competition of China *2014*
- Excellent Youth Volunteer of Wuhan University *2012-2013*

Skills & Interests

Advanced: Java, Python, MongoDB, MySQL, Git.
Basic: C++, C#, JavaScript, jQuery, HTML, CSS.
Interests: Software Development, Volunteer work, Cycling, Photography, Basketball.