

TIANRUI CHEN

tianrui.richard.chen@berkeley.edu/ • <http://tianruichen.github.io/> • (408) 431-2198

General Information

Education:

- 2015-2019 – **University of California, Berkeley**
- Sophomore pursuing **B.A. in Computer Science** (Junior Standing) - **GPA: 3.9**

Skills:

- Java, Swift, Python, JavaScript, C#, Node.js, Express, Socket.io, Flask, HTML, CSS, Latex, MongoDB, SQL, Unity, Xcode, Android Studio, Photoshop, Firebase, Elasticsearch

Related Courses:

- The Structure and Interpretation of Computer Programs
- Data Structures
- Machine Structures
- Linear Algebra and Differential Equations
- Discrete Math and Probability Theory

Industry Experience

Mobile Development Intern at **EmKite Inc.**

May - Aug 2016

- Developed EmKite iOS app, a platform connecting local gig-type job seekers to hirers
- Used Firebase as main data storage and implemented database structure
- Implemented Elasticsearch on AWS for user search functionality with geo-location
- Created chat, profile, and booking systems, along with full app UI in Swift

Projects

Multiblox - <http://csua.berkeley.edu:3000/>

Feb - Mar 2016

- Browser based multiplayer cooperative Tetris game
- Created Node.js/Socket.io server and communications with front-end
- Implemented partial JavaScript backend modeling of game state and mechanics
- Drew art assets in Photoshop and rendered graphics with HTML canvas

Journey

Oct 2015

- Road trip planning web app 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! - <https://play.google.com/store/apps/details?id=com.mindacceleration.derailed>

July 2014

- 2D Android and IOS infinite runner game on the Google Play Store involving placing tracks in front of a moving train in Unity game engine and C#

Other Experience

Member of **Virtual Reality at Berkeley**

Sept 2016 - Present

- Developing Landships, a networked tank game for HTC Vive in Unity

Member of **Mobile Developers of Berkeley**

Aug 2015 - May 2016

- Developed mobile app NoteHub, an Android note sharing platform
- Implemented note sharing through Parse server and camera functionality in Java

Third place team at **“Hack Into It” Hack-a-thon**

Aug 2015

- Created a server and database using Node.js and MongoDB to analyze tax data