

AARON SUN

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OBJECTIVE

To obtain an internship to be able to apply my knowledge and abilities in a professional and commercial setting and to be involved in creating useful and efficient applications in today's digital world.

PERSONAL EXPERIENCE

I have well over *ten years* of programming experience with several different programming languages. I have pursued programming as a hobby and am very familiar with *computer graphics* technology in particular. My experience spans across many different computer science disciplines and I am able draw upon this knowledge when engineering complex projects. I am well read in *cutting edge graphics and artificial intelligence research papers* and have a working knowledge of major *programming and game frameworks*. I am capable of writing *readable, organized, and reusable* code and can *easily adapt* to any coding style or programming language.

WORK EXPERIENCE

Microsoft Corporation | Windows Live ID – Seattle, Washington USA **May 2007 – July 2007**
Software Development Engineer Internship
Developed software to aid in the debugging process and tools to facilitate role restricted data retrieval

EDUCATION

Georgia Institute of Technology – Atlanta, Georgia USA **August 2006 – Present (May 2010)**
Bachelor of Science in Computer Engineering Major GPA 3.8 of 4.0
Minor in Computer Science Cumulative GPA 3.4 of 4.0
Dean's List

Shanghai Jiao Tong University – Shanghai, China **February 2008 – July 2008**
Mandarin Language Program

Anderson High School – Cincinnati, Ohio USA **August 2002 – May 2006**
Diploma with Honors GPA 4.2 of 4.0
Honor Roll, Cum Laude Society, AP Scholar with Distinction, Joe Shafer Science Award

SPECIALIZED TRAINING

Hardware – worked with embedded devices, digital design lab and adapt with circuit analysis
Software – adept with using Microsoft Office, Windows, Visual Studio, Photoshop
Programming – C, C++, C#, VB.net, ASP.net, Java, Matlab, Sql, HLSL
Technologies – DirectX, OpenGL, Xml, Xslt, UT2
Languages – English, Chinese, Spanish (3 years), Japanese (1 year)
Classes - Computer Graphics, GPU & Multicore Processing for Games, Intro to Artificial Intelligence, Game AI, Introduction to High Performance Computing, Circuit Analysis, Digital Signal Processing, Digital Design Lab, Electromagnetics, Microelectronic Circuits

ACTIVITIES

Indie Game Development (2005-Present)
Salsa Club (2008-Present)
IEEE (2007-Present)
ACM (2006-Present)
Robojackets (2006)
Junior Engineering Technical Society: Varsity Captain, Junior Varsity (2005, 2004)
Ohio Math League: School Highest Scorer (2006)