Ryan Cheu

Education Massachusetts Institute of Technology

2011-2015 (Expected)

B.S. in Computer Science

Experience

Software Engineering Intern **Quora** — Mountain View, CA

Summer 2014

- Prepared Quora for Android 2.0 for launch through both native code in Java/XML and web/server code in Python/JS.
- Designed and implemented a new abstraction for keeping Android/iOS WebViews up to date with user interactions.

Mobile Software Engineering Intern

Summer 2013

Yahoo! — Sunnyvale, CA

 Joined Yahoo! to bring the highly acclaimed Yahoo Weather application to Android. Worked mostly on client side Android Java code as well as some C with the NDK.

Android Developer

Fall 2012 - Spring 2013

EyeNetra — Somerville, MA

 Developed the Android application side of a device built to bring low cost eye tests to developing countries.

Undergraduate Researcher

Fall 2011 - Summer 2012, Fall 2013

MIT Game Lab — Cambridge, MA

- Lead programmer on "A Slower Speed of Light", focusing on the engine to simulate the effects of special relativity.
- Continued development during the fall semester of 2013 to experiment with enriching the experience with the Oculus Rift.

Game Developer Intern

Summer 2010, Summer 2011

1st Playable LLC — Troy, NY

• Programmed in C++ for three video games which shipped to all major retailers during the holiday seasons.

Personal Projects

The Elements — Android Application

2009 - Present

- Developed sandbox game with a friend using Java/XML for UI along with C/C++ for game logic.
- Over 200,000 downloads on the Play Store with a 3.9 rating.

Awards

1st Battlecode Sprint Tournament 2014 — MIT AI Programming Competition 5th Battlecode 2013 — MIT AI Programming Competition 3rd Maslab 2012 — MIT Robotics Competition

Skills Programming: Java, Python, Javascript, Rails, C++, OpenGL

Computer: git, Unix, SVN, Perforce Languages: Fluent in English