

Chong Guo

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TECHNICAL SKILLS

- **Languages** C, C++, Swift, Objective-C, Python, Typescript, Javascript, C#, HTML, CSS
- **Databases** PostgreSQL, MySQL, SQL Server, MongoDB, Redis
- **Editors & IDE** Vim, VSCode, Sublime Text, Atom, Pycharm, Appcode, WebStorm
- **Operating Systems** Linux (Ubuntu, CentOS, Debian), Mac OS X, Windows, iOS
- **Miscellaneous** Git, Perforce, Unity, Unreal, React, Docker, TensorFlow, Minecraft modding

TECHNICAL WORK EXPERIENCE

Software Engineer Internship, Microsoft. *Vancouver, Canada* May 2017 - Present

- Working on the AAA game "Gears of War" in the Multiplayer Gameplay team
- Implementing gameplay features using Unreal Engine, C++ and Visual Studio, particularly focus on the Networking/Replication part, and test on both Windows(UWP) and Xbox platforms

Software Engineer Internship (Unity), A Thinking Ape Inc. *Vancouver, Canada* Jan 2017 - Apr 2017

- Worked on a new mobile game, implemented clan chest and diplomacy board feature, reskinned research and building list dialog, fixed an asset bundle related bug that caused memory leak

Software Engineer Internship (iOS), A Thinking Ape Inc. *Vancouver, Canada* May 2016 - Aug 2016

- Implemented the whole user store promo feature from server side to client side and made the percent paying users after 1 day increased by 58%, percent paying users after 7 days increased by 41%, and percent paying users after 30 days increased by 32%
- Implemented expansion file support, upgraded the Android SDK version from 22 to 23 for Apporable and migrated the game tutorial from Android to iOS

Chief Technology Officer (Co-founder), VANSTU Inc. *Vancouver, Canada* Sept 2015 - Jul 2017

- Designed, implemented and maintained an information sharing and second-hand trade website for all Chinese students in B.C, Canada
- Developed back-end using Node.js, Nginx, PostgreSQL with Express framework, implemented all the bash autotools and most of the test scripts
- Doing code-review for some software development engineers and maintain server in a timely manner

iOS Developer, ZaoFeng E-commerce Ltd, *Zhejiang, China* Apr - Dec 2015

- Implemented and maintained an iOS App which is used for buying & selling used items among thousands of students in Zhejiang Province (like "eBay")
- Cooperated with co-workers using Git to provide a good collaborative environment
- Reduced total data costs through bandwidth, memory and performance optimization

TECHNICAL WORK EXPERIENCE CONTINUED

Back-End Developer, ShiChuo Technologies Ltd, Zhejiang, China

Jul - Sept 2014

- Constructed an information sharing website which has been used by several companies
- Assisted in designing and development of website according to design specifications
- Developed back-end using Linux, Apache, MySQL, and PHP (with “Codeigniter” framework) and maintained it in a 24/7 environment
- Worked closely with product managers, designers, and quality assurance engineers to meet the website requirements

SELECTED PERSONAL PROJECTS

Express Webpack React Redux Typescript Boilerplate

Sept 2016 - Present

- Designed and implemented my full-stack boilerplate that using express with webpack, react and typescript (with hot module reload, materialize-css and docker support)

Multiplayer FPS Game

Nov 2015 - Apr 2016

- Implemented a multiplayer FPS game and integrated with Kinect, VR Box, Leap motion and Xbox Controller for different user play experiences

AWARDS

- 7th Place in the ACM-ICPC Pacific Northwest Regional (Division 1) 2016
- 1st Place in the Microsoft Code Challenge in Simon Fraser University 2016
- 8th Place in the ACM-ICPC Pacific Northwest Regional (Division 1) 2015
- Simon Fraser University Entrance Award (\$5,000) 2015
- 1st Prize in NOIP (National Olympiad in Informatics in Provinces, China) 2011

EDUCATION

Simon Fraser University, Vancouver, Canada

Sept 2015 - Present

- Bachelor's Degree - Computer Science (CGPA: 4.14/4.33)

Zhejiang University, Hangzhou, China

Sept 2013 - Jul 2015

- Bachelor's Degree - Computer Science (CGPA: 4.15/5.00)

INTERESTS

- Inline Skating
- Music & Bass
- Hackthon