Chong Guo

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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)

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

TECHNICAL SKILLS

- **Languages**   C, C++, Javascript, Typescript, Objective-C, Swift, Python, 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, React, Unity, Unreal, Docker, Machine Learning, 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 Apportable and migrated the game tutorial from Android to iOS

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TECHNICAL WORK EXPERIENCE CONTINUE

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

- 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

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

- My full-stack boilerplate that using express with webpack, react and typescirpt (with hot module reload, materialize-css and docker support)

Multiplayer FPS Game   Nov 2015 - April 2016

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

COMMUNITY INVOLVEMENT

Freestyle Slalom Skating Instructor, *Xunjun Elementary School, Hangzhou, China*   Sept - Dec 2014

- Teach children how to learn roller skating from scratch and how to play some tricks

INTERESTS

- Inline Skating
- Music & Bass
- Hackthon