Chong Guo

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TECHNICAL SKILLS

- Six years' experience in using **Linux** and **Mac OS X**, a deep **Vim** lover <3
- Solid programming skills in **C/C++** honed from four years' project and work experience
- Three years of **web development** experience with **Node.js, React** and **PostgreSQL** (or **MySQL**)
- Two years of **iOS development** experience with **Objective-C** and is moving to **Swift** recently
- Two years of **game development** experience using **Unity** or **Unreal** game engine
- Enjoy learning cutting-edge technologies like **Docker**, **Typescript**, **AR/VR**, **Deep Learning**, **Blockchain**

TECHNICAL WORK EXPERIENCE

Software Engineer Internship, Microsoft. *Seattle, U.S.*   May 2018 - Present
- Building various classifiers using NLP and machine learning in the OneNote - Intelligence team

Software Engineer Internship, Google. *Mountain View, U.S.*   Jan 2018 - Apr 2018
- Created and launched a new automation tool using Go which used by multiple teams (Google Photos, YouTube, etc.) and save up to 80% time of rollout experiment with early bug detection

Software Engineer Internship, Microsoft. *Vancouver, Canada*   May 2017 - Aug 2017
- Collaborated on the AAA game "Gears of War" in the Multiplayer Gameplay team
- Implemented 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

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
- Performed code-review for other developers and maintained server in a timely manner

Software Engineer Internship (Unity), A Thinking Ape Inc. *Vancouver, Canada*   Jan 2017 - Apr 2017
- Pioneered in a new mobile game, implemented clan chest and diplomacy board feature, reskinned research and building list dialog, fixed several memory leak bugs and improved workflow

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

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

- Launched 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 and 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
- Developed back-end using Linux, Apache, MySQL, and PHP (with "Codeigniter" framework) and maintained it in a 24/7 environment

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 typescirpt (with hot module reload, materialize-css and docker support)

Automatic Image Colorization   Dec 2016

- Self-learned deep learning related knowledge and models, implemented Automatic Colorization using TensorFlow based on Residual Encoder Network and a pre-trained VGG16 model

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

- 1st Place twice in the Microsoft Code Challenge in Simon Fraser University   2016 & 2017
- 8th & 7th Place in the ACM-ICPC Pacific Northwest Regional (Division 1)   2015 & 2016
- 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: 4.02/4.33)

Zhejiang University, Hangzhou, China   Sept 2013 - Jul 2015

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