

Chong Guo

Address: 7-312 Junjing Garden
Hengyang, Hunan, China, 421001
Phone: (+86) 185-1556-2784
Email: armourcy@gmail.com
Github: <https://www.github.com/Armour>

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
- Four years of **web development** experience with **Node.js**, **React**, **Vue** and **PostgreSQL** (or **MySQL**)
- Three years of **game development** experience using **Unity** and **Unreal** game engine
- Two years of **iOS development** experience with **Objective-C** and is moving to **Swift** recently
- Enjoy learning cutting-edge technologies like **Docker**, **Typescript**, **AR/VR**, **Deep Learning**, **Blockchain**

TECHNICAL WORK EXPERIENCE

Software Engineer Internship, Google. *Kirkland, U.S.*

Nov 2018 - Feb 2019

- Mainly focused on Deep Learning for Dialogue Systems in Google AI team
- Explored Dialog Modeling with STOA NLP techniques (ELMo, Transformer, BERT, etc.) and improved human-human dialogue understanding performance by domain ~10%, intent ~10%, and slot ~30%

Software Engineer Internship, Microsoft. *Seattle, U.S.*

May 2018 - Aug 2018

- Built various text 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

TECHNICAL WORK EXPERIENCE CONTINUED

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 Apporable and migrated the game tutorial from Android to iOS

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”)

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 (VIEW MORE ON GITHUB)

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

EDUCATION

Simon Fraser University, Vancouver, Canada Sept 2015 - Apr 2019

- Bachelor's Degree - Computer Science (CGPA: 3.93/4.33)

Zhejiang University, Hangzhou, China Sept 2013 - Jul 2015

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