

# Chong Guo

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## TECHNICAL SKILLS

- ◆ **Languages** C, C++, Node.js, Objective-C, C#, Python, PHP, JavaScript, HTML, Verilog
- ◆ **Databases** PostgreSQL, MySQL, MongoDB, SQL Server
- ◆ **Editors** Vim, Atom, Sublime Text
- ◆ **Operating Systems** Linux (Ubuntu, CentOS, Debian), Mac OS X, Windows, iOS
- ◆ **Miscellaneous** Git, Unity3D, OpenGL, OpenCV, Qt, Machine Learning, Minecraft modding

## TECHNICAL WORK EXPERIENCE

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

- Designed, implemented and maintained an iOS App “云格子铺” which is used for second-hand trades among thousands of students in Zhejiang Province
- Cooperated with another developer using Git to provide a good collaborative environment
- Reduced total data costs through bandwidth, memory and performance optimisation
- Received 4+ stars rating on Apple Appstore in China

**Research Assistant, Database Lab, ZJU, Zhejiang, China** Jul - Dec 2015

- Implemented k-skyband, constrained skyline and group-by skyline queries using pl/pgSQL and C to make skyline query on incomplete data more efficient
- Self-learned PostgreSQL server side programming and successfully integrated three queries into PostgreSQL system

**Back-End Developer, ShiChuo Technologies Ltd, Zhejiang, China** Jul - Sept 2014

- Constructed an information sharing website which has been used among several companies
- Assisted in designing and development of website according to design specifications
- Developed back-end using Node.js / LAMP (Codeigniter) and maintained it in a 24/7 environment
- Normalized database tables and performed extensive query optimization to boost website performance

## SELECTED PERSONAL PROJECTS

**Unity 3D Games** Nov 2015 - Present

- Implemented a multiplayer FPS game and self-learned how to do basic modeling, rigging and animation using Maya, Blender and Mecanim
- Integrated Google Cardboard VR glasses into the tutorial project “Nightmares” on Unity Website
- Developed an iOS version Space Shooter Game using the Accelerometer which is easy to control
- Self-learned most of the live training courses on Unity3D website with passion and practice

## SELECTED ACADEMIC PROJECTS

**Lyrebird**, *Operating System, Simon Fraser University*

Sept - Dec 2015

[Code: <https://github.com/Armour/CMPT300-Assignment>]

- Implemented a program which uses a distributed system with client-server architecture to decrypt large numbers of encrypted tweets
- Improved performance by spreading the decryption tasks across multiple processes in client side
- Integrated a memory leak detection tool “MEMWATCH” to make sure there is no unfreed memory, over-flow or underflow to memory buffers

**APRS Project**, *Project Training, Zhejiang University*

Mar - Jul 2015

- Developed an APRS system using Node.js (with “Express” framework), HTML5 and MongoDB that shows position information and weather information on a map
- Worked as the group leader of Operations Engineers with passion and responsibility
- Gave presentations about the project’s completeness each week to ensure tasks were going well

**Magic Tower Game**, *Object-Oriented Programming, Zhejiang University*

Jul - Sept 2014

[Code: <https://github.com/Armour/Magic-Tower-Qt>]

- Implemented an RPG game using Qt and C++ which is about a warrior saving the princess who has been trapped in the top of the tower
- Connected with remote database (MySQL) to load and save game maps and player data
- Created different ends according to player’s choice, added NPC, event and cheating function to maximize players’ gaming 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

## EDUCATION

**Simon Fraser University, Vancouver, Canada**

Sept 2015 - Present

- Bachelor’s Degree - Computer Science (CGPA: 4.00/4.30)

**Zhejiang University, Hangzhou, China**

Sept 2013 - Jul 2015

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

## AWARDS

- 8th Place in the ACM-ICPC Pacific Northwest Regional (Division 1) 2015
- Simon Fraser University Entrance Award (\$5,000) 2015

## INTERESTS

- Inline Skating
- Video Games
- Reading & Traveling