

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
- Working on NLP and machine learning in the OneNote - Intelligence team
- Software Engineer Internship, Google.** *Mountain View, U.S.* Jan 2018 - Apr 2018
- Worked on automation tools and iOS in the Google Photos team
 - Created new tool that used by multiple teams (Photos, YouTube, etc.) using Go
- Software Engineer Internship, Microsoft.** *Vancouver, Canada* May 2017 - Aug 2017
- Worked 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
 - Did 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
- 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

TECHNICAL WORK EXPERIENCE CONTINUED

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 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 typescript (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)