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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**

<ul> <li>7th Place in the ACM-ICPC Pacific Northwest Regional (Division 1)</li> </ul>	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
<ul> <li>1st Prize in NOIP (National Olympiad in Informatics in Provinces, China)</li> </ul>	2011

### **TECHNICAL SKILLS**

• Languages C, C++, Node.js, Objective-C, Python, C#, JavaScript, Typescript, 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, Unity, Unreal, React, Machine Learning, Minecraft modding

# **TECHNICAL WORK EXPERIENCE**

#### Software Engineer Internship, Microsoft. Vancouver, Canada

May 2017 - Present

• Working on the AAA game "Gears of War"

## 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, reskined 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 and upgrade the android SDK version from 22 to 23 for Apportable
- Migrated the new tutorials from Android to iOS and fixed a purchasing bug for Andriod that exist for a long time

# **Chong Guo**

## 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 on a time 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 optimisation

## **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 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

### Multiplayer FPS Game

Nov 2015 - April 2016

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

#### PostgreSQL Database Extension

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
- The fifth author of paper "SI2P: A Restaurant Recommendation System using Preference Queries over Incomplete Information" on PVLDB, 2016

## **COMMUNITY INVOLVEMENT**

**Freestyle Slalom Skating Instructor,** *Xunjun Elementary School, Hangzhou, China* 

Sept - Dec 2014

Hackthon

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

## **INTERESTS**

Inline SkatingMusic & Bass