

LINGYUN GUO

3A Software Engineering

20586076

l35guo@uwaterloo.ca

(519)577 2599

<http://ca.linkedin.com/pub/lingyun-guo/a4/b88/a84/>

<http://lingyunguo.github.io/resume>

TECHNICAL SKILLS

- Proficient in JavaScript, HTML, CSS, C++, Python, Java and PHP, familiarity with Assembly and C#
- Working experience with Git, JIRA, Subversion, Angular, Node, Backbone.js, Mocha, Less, PHPUnit, Docker, MongoDB, MySQL, Qt and Elasticsearch

WORK EXPERIENCE

- **Front End Engineer Intern, SugarCRM, Cupertino, California, USA, May 2017 - Aug. 2017**
 - Worked as a member in an agile team using Backbone.js and jQuery to build a robust platform that handles high volumn
 - Helped the team deliver new feature Shareable Dashboards
 - Participated in re-design and re-implementation of Skins project
- **Web Developer & Python Developer, Side Effects Software Inc., Toronto, Canada, Sept 2016 - Dec. 2016**
 - Added in new features for both web interface and desktop software Houdini using Python
 - Built a “WYSIWYG” online editor for special markup
 - Re-implemented web interface for image rendering farm, created new backend services
- **Application Developer, Lone Wolf Real Estate Technologies, Cambridge, Canada, Jan. 2016 - Apr. 2016**
 - Built micro-services using MongoDB, Express, Angular, and Node.js in Docker environment, wrote unit tests for backend scripts using Mocha
 - Deployed Nginx as load balancer for servers, investigated and applied image storing solutions, implemented OAuth protocol
- **Jr Developer, Intellisoft Development Inc., Toronto, Canada, May 2015 - Aug. 2015**
 - Wrote cross-browser compliant XHTML, CSS & JavaScript under .NET framework
 - Participated in Current Student Page project from start to finish
 - Performed routine site maintenance and Search Engine Optimization

PROJECTS

- **Robot Minesweeper, Sept. 2014 - Dec. 2014**
 - Made and tested models, coded with python, used IR sensor to detect mines and multi-dimensional array to build up virtual grids, achieved 100% as grade
- **HTML Games, Feb. 2016 - May. 2016**
 - Tetris: <http://lingyunguo.github.io/tetris> Snake: <http://lingyunguo.github.io/snakeGame>
 - Used HTML5 canvas to create the interface, wrote jQuery code to control and decorate it
 - Applied responsive design to the tetris game so that it works on both desktop and mobile
- **Less Compiler, Aug. 2017 - Present**
 - A static webpage that reads in Less CSS rules and compiles them into standard CSS rules