LINGYUN GUO

2B Software Engineering
20586076
l35guo@uwaterloo.ca **(519)577 2599**
http://ca.linkedin.com/pub/lingyun-guo/a4/b88/a84/

TECHNICAL SKILLS

- Proficient in C/C++, JavaScript, HTML and CSS, familiarity with Python and C#
- Working experience with Docker, Vagrant, MongoDB and Elasticsearch
- Experience using Microsoft Word, Excel, PowerPoint, Adobe Photoshop, JIRA

SUMMARY OF QUALIFICATIONS

- Outstanding academic behaviour, strong self-teaching ability, self-motivated
- Strong and efficient teamwork skills, coupled with excellent independent working ability
- Fluency in Chinese and Hokkien
- Deep passion for delicate and ingenious mobile applications and webpages

WORK EXPERIENCE

- **Jr Developer, Intellisoft Development Inc., Toronto, Canada, May 2015 - Aug. 2015**
  - Wrote cross-browser compliant XHTML, CSS & JavaScript under .NET framework, worked on design implementation
  - Participated in Current Student Page project from start to finish
  - Performed routine site maintenance and Search Engine Optimization
- **Application Developer, Lone Wolf Real Estate Technologies, Cambridge, Canada, Jan. 2016 - Apr. 2016**
  - Built micro-services using MongoDB, Express, Angular, and Node.js in a Docker environment, wrote unit tests for backend scripts using Mocha
  - Used OData query to retrieve data from MongoDB and Elasticsearch
  - Deployed Nginx load balancer for servers, investigated and applied image storing solutions

EDUCATION

- **Candidate for Bachelor of Software Engineering, Co-operative program, University of Waterloo, Sept. 2014 - present**
  - Has been selected into Dean's Honours List for academic performance in 1A term

PROJECTS

- **Robot Minesweeper, Sept. 2014 - Dec. 2014**
  - Effectively created a live 5×5 minesweeper game, using robot and cardboards with a group of 6 students
  - Made and tested models, coded with python, used IR sensor to detect mines and multidimensional array to build up virtual grid, achieved 100% as grade
- **Tetris, Feb. 2016**
  - Used HTML5 canvas to create the interface for tetris game, wrote jQuery code to control and decorate the canvas object
  - Apply basic responsive design to the game page, the game can be played on both desktop and mobile.