

LINGYUN GUO

3A Software Engineering

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TECHNICAL SKILLS

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

WORK EXPERIENCE

- **Web Developer & Python Developer, Side Effects Software Inc., Toronto, Canada, Sept 2016 - Dec. 2016**
 - Built a “WYSIWYG” online editor for special markup
 - Re-implemented web interface for image rendering farm, created new backend services, added in new features for both web interface and the software Houdini using Python
- **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, worked on design implementation
 - 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**
 - 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
- **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 the canvas object
 - Applied responsive design to the tetris game so that it works on both desktop and mobile