Curriculum Vitae

Name: Raymond Guan Email: spcidealacm@gmail.com Phone: 0406808033

Experience:

Commercial: Visionary Machines
Senior Full-Stack Engineer 2021.8 - Now
JR Academy
T4 Level Full-Stack Tutor 2021.4 - Now
Chinasoft International
Software Engineer 2015.2 - 2015.8
System Engineer 2015.8 - 2016.1
Project Manager 2016.1 - 2016.8

Competition: University of Technology Sydney
3D Force Graph for Program analysis (2019.2 - 2019.10)
CodeMap Project Manager (2019.10 - 2021.3)

Honer: *INNO AUSTRALIA Investors' Choice Award 2020 (NO.2)*

Education:

Research Master: Program Analysis (University of Technology Sydney)
Course Master: Wireless embedded system (Newcastle Upon Tyne [UK])
Bachelor: Softer Engineering (JiLin University [China])

Skills:

Front-end: Html Css Javascript Bootstrap JQuery Typescript React Vite UmiJS Redux Redux-Toolkit Recoil
Back-end: NodeJS Express Koa EggJS Restful graphQL NextJS
Test: Jest
Net: SocketIO WebRTC
3D: ThreeJS
Cloud: AWS S3 / Amplify / EC2 Heroku
Database: Mongodb MySql Oracle 11g Prisma
Project: Git Github Bitbucket Jira Trello Svn
CI/CD: Github Action
Method: Waterfall Agile
API: Google Map API Openweathermap API
Language: C/C++ Java Python Lua Autoit3
Other: Vscode extension development
Embedded system development
OpenCL development

Commercial Project:

Customized full stack system： Real-time video and point cloud system

I designed and implemented a complete full stack framework. Combining React Typescript with 3D Threejs. Use Restful and SocketIO pairs to process commands and a large amount of point cloud data, respectively.

Use WebRTC and Python Gstreamer to transmit the back-end 8*1080p H264 video stream to the front-end interface, and complete the real-time video stream response within 30ms. The point cloud system part can undertake 60MB/s load data volume for web pages. And through 3D rendering technology, the data is rendered in real time at 60Hz, and the point cloud system can be customized to control and refresh the GUI in real time for data display or control.

The system can cope with very harsh data transmission conditions, and the entire Full Stack framework will be optimized to a certain extent according to the hardware after the compilation is completed. The volume of the complete compiled product is within 10Mb, and it has a very good running experience for embedded devices.

Open Source Project:

Vscode Extension :

3D Code Map (3100 + / Star 5)

Link: https://marketplace.visualstudio.com

Cooperation: WebSVF Platform (UTS Program Analysis use)

GitHub: https://github.com/SVF-tools/WebSVF (As full stack team leader)

Video: https://youtu.be/whcmPkblx48 (3D Force Graph for Code Map)

https://youtu.be/c-dLTqPTkjA (Code Map Debug Tools)

Independent:

Coder Guan (Homepage) *[click head portrait will show something]*

Link: https://coderguan.com

Github: https://github.com/tianyang-guan/tianyang-guan.github.io

Word Clock *[React]*

Github: https://github.com/spcidealacm/worldclock

Planets (Resume Demo) *[React + GitHub Action]*

Link: https://resume.cyou/

GitHub: https://github.com/spcidealacm/resume