

Philip (Weiyuan) Bao

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SUMMARY

- Software: C, C++, Java, Python, SQL
- Hardware: System Verilog, HDL, Assembly language, PSpice
- Web Development: HTML, CSS, JavaScript, jQuery, Bootstrap
- Tools: Matlab, ModelSim, Android Studio, Bash, Vim, Git, Sublime Text, Microsoft Office
- OS: Linux, Windows, MAC
- Capable of delivering **clean, high performance and reusable** code
- Self-motivated, solid problem solving skills, high ability of self-learning and time management
- Enjoy working as a team player as well as independently

WORK EXPERIENCE

Mobile Application Developer, Coop

May 2015 – Aug 2015

BlackBerry Inc., Ottawa, ON, Canada

Developed and debugged a mobile search application with a team of 10 people which performs fast searches of 12 categories from databases with over 100k items. Improved the search performance and helped the team to reduce the total search time to 3 seconds. Optimized some categories' performance by 30%. Improved the accuracy of natural language processing on search terms.

PROJECTS

Personal Webpage

Dec 2014

Developed a personal webpage and hosted on Github Pages. Used JavaScript for web interaction. Used Bootstrap's CSS templates and classes to improve the front-end interface. Gained experience in web designing and Git version control system. (bwyyyy.github.io/philip-bao/)

Sound Analyzer

Apr 2015

Implemented a multi-stage Sound Analyzer which get the real-time sound input by using a microphone, amplify the signal with a hard-wired amplifier circuit, perform ADC by using a microcontroller and transfer the digital data to PC using serial communication. Get the experience of circuit design and hardware programming. (github.com/bwyyyy/ADC_for_MicroController)

Weather Forecast application

Dec 2014

Developed a weather forecast Android application with a simple user interface to report the recent five days' weather forecast for your current location. Used online weather API (openweathermap.org/forecast5) to get the up-to-date weather information. Gained hands-on experiences in object-oriented programming.

2D Python Game

Apr 2014

Created an RPG-like game with Python. Used Pygame library to render the player interface and enhance user experience. (github.com/bwyyyy/Tower-of-the-Sorcerer-V2.0)

EDUCATION

McMaster University, B.Eng Electrical and Computer Engineering (Co-op)

2013 – 2018(expected)

- 3.96/4.0 Cumulative GPA
- Relative course: Software Development, Digital System Design, Data Structures and Algorithms

AWARDS

The Dr. Harry Lyman Hooker Scholarships -Awarded to the top 10% of students in engineering
Dean's Honour List

Apr 2015
2013 - 2015