

# Philip (Weiyuan) Bao

<https://github.com/bwwyyy>

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## QUALIFICATIONS

- Programming experiences in C, C++, Java, Python, Assembly, Verilog and Matlab
- Experienced in web server and web application development using jQuery, JavaScript, HTML, CSS, PHP, SQL
- Solid understanding in hardware, digital system design using FPGA, electronic devices and circuits, circuits analysis, electromagnetics, making CAD designs using AutoCAD, microcontroller assembly programming
- Good implementation in data structures and algorithms
- Comfortable in using Linux and Windows operating systems
- Passionate in web, Android application development, software and hardware testing and quality assurance
- Passionate about cloud computing, virtualization tech, machine learning and big data analysis
- Motivated self-starter with excellent teamwork and ability to work independently

## EXPERIENCES AND SELF INTERESTED PROJECTS

### **Personal Webpage** (<http://bwwyyy.github.io/philip-bao/>)

December 2014

- Developed web application using HTML5, CSS, JavaScript and Bootstrap
- The website is hosted in Git-hub pages
- Experienced in improving the features in the front end using jQuery
- Used Git version control system to adjust and update the changes

### **Android Application Development**

December 2014

- Developed a weather app using Android Studio
- Used XML to build the user interface and implemented Android libraries in the backend
- Fetched up-to-date weather information by implementing open source APIs
- Gained hands-on experiences in software development life cycle and Android application development

### **Personal Blog** (<http://philwbao.appspot.com/>)

September 2014

- Developed web application using Google App Engine's Webapp2 framework
- Coded in Python in the backend and HTML5, CSS and Bootstrap in the frontend
- Experienced in implementing Database, Google App Engine and APIs
- Improved troubleshooting and debugging skills through the development process

### **Py-Game Competition** (<https://github.com/bwwyyy/Tower-of-the-Sorcerer-V2.0>)

April 2014

- Created an RPG-like game using Python
- Implemented Python libraries to enhance game features and user interactions
- Gained hands-on experiences in software development life cycle through the development process

## EDUCATION

### **Bachelor of Engineering, Electrical and Computer Engineering (co-op)**

McMaster University, Hamilton, ON

September 2013 - Present, Level 2, Expected Completion April 2018, **CGPA 87%**

- Relevant Courses: Algorithm and Data Structures, Web Application Development, Android Development

## AWARDS AND ACHIEVEMENTS

**2014 McMaster University The Dr. Harry Lyman Hooker Scholarships**, Award recipients of this scholarship would be in the top 10-15% of their Faculty; **McMaster University 2013 Fall Term/ 2014 Spring Term Dean's Honor List**, Awarded for outstanding academic achievement with a minimum GPA of 9.5 out of 12 (80%).

## EXTRACURRICULAR ACTIVITIES AND HOBBIES

- Table tennis, Swimming, Jogging, Computer gaming, Programming
- Student membership of, Professional Engineering Ontario and McMaster Engineering Society