

RAYNIE

ABOUT



rhnie.me



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github.com/RaymondNie



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LANGUAGES

Java	Proficient
Javascript	Proficient
C	Proficient
Linux/Bash	Prior Experience
C++	Prior Experience
PHP	Prior Experience
Python	Prior Experience

TECHNOLOGIES

Meteor.js	Docker
Node.js	Git
MongoDB	Angularjs
MySQL	Jekyll
Azure	AWS

HOBBIES

Breakdancing

Game Development

Badminton

Piano (Level 10 RCM Certified)

Interested and highly motivated in solving high-impact analytical problems and learning from other smart, talented people.

EDUCATION

University of Waterloo

Expected Graduation 2020

- Pursuing Bachelor of Computer Science (2016 - present)
- Object-Oriented Software Development, Algorithm Design and Data Abstraction, Optimization, Statistics

WORK EXPERIENCE

Software Developer

PerkinElmer Labs

Sept 2016 - Dec 2016

- > Meteor.js
- > Raspberry Pi
- > Azure Machine Learning
- > Amazon Web Services
- > RapidMiner

- Developed an IoT project with Raspberry Pi's and a hybrid web app to help scientists monitor and control lab instruments remotely.

- Increased instrument uptime with a predictive maintenance machine learning application created with RapidMiner.
- Built Docker images for company products to increase AWS EC2 deployment time by twofold.

Web Developer

Ontario Lottery & Gaming

Jan 2016 - Apr 2016

- > Javascript
- > PHP
- > Wordpress
- > MySQL

- Reduced company costs by developing a WordPress plugin to help manage Board of Director Expenses.

- Helped promote OLG's new games and services by designing ads and creating promotional webpages.

- Took ownership of all of the front-end bug fixes and updates for OLG's main website.

PERSONAL PROJECTS

Bender Blaster

1st Place - G.I Game Jam

<https://goo.gl/MTRq9M>

- > C#
- > Unity

- Developed a 2D Fighting Game using Unity and C# in a 5 person team.

- Worked on character attack, level generation and audio related scripts.

Text Finder

U of T Hacks III Finalist

<https://goo.gl/yOFHNL>

- > Java
- > Tesseract OCR API

- Android application using an optical character recognition API that detects keywords on a picture.

- Played essential role in project working on main code and camera integration.

Pigment

2 person side project

<https://goo.gl/9QBPTZ>

- > Java
- > libGDX
- > Photoshop

- Developed a mobile platformer game on Google Play store with Android Studio using Java and the LibGDX game engine.

- Lead the creation of all aspects of the game such as coding, level design and asset creation.