

RAY NIE

— ABOUT —

 rhnie.me

 github.com/RaymondNie

 647-639-7851

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— PROGRAMMING —

Java Proficient

Javascript Proficient

C Proficient

Bash Prior Experience

C++ Prior Experience

PHP Prior Experience

Python Prior Experience

— TECHNOLOGIES —

Meteor.js Docker Azure

Node.js Git AWS

MongoDB Angularjs

MySQL Jekyll

— EXTRACURRICULARS —

Waterloo App Development Club

Waterloo Computer Science Club

Waterloo Breakdancers

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

PROFESSIONAL EXPERIENCE

Software Developer

PerkinElmer Labs

Sept 2016 - Dec 2016

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

- 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 and tool 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>

- > Unity
- > C#

- Developed 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/y0FHNI>

- > 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.