# RAYNIE

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

#### **ABOUT**



rhnie me



647-639-7851

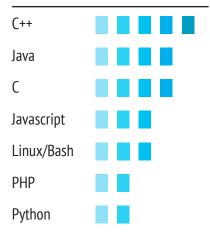


github.com/RaymondNie



nieraymond@gmail.com

#### LANGUAGES



#### **TECHNOLOGIES**

- > Meteor.js
- > Docker
- > Node.js
- > Unity
- > MongoDB
- > Git
- > MySQL
- > Angularis
- > Azure
- > Jekyll
- > Raspberry Pi
- > AWS

#### HOBBIES

- > Breakdancing
- > Game Development
- > Badminton
- > Piano (Level 10 RCM Certified)
- > Drawing

#### **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

- 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

- 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

- 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/y0FHNl

- 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

- 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.