

RAYNIE

ABOUT



rhnie.me



647-639-7851



github.com/RaymondNie



nieraymond@gmail.com

LANGUAGES

C++	<div><div></div><div></div><div></div><div></div><div></div></div>
Java	<div><div></div><div></div><div></div><div></div></div>
C	<div><div></div><div></div><div></div><div></div></div>
Javascript	<div><div></div><div></div><div></div></div>
Linux/Bash	<div><div></div><div></div><div></div></div>
PHP	<div><div></div><div></div></div>
Python	<div><div></div><div></div></div>

TECHNOLOGIES

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

HOBBIES

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

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

- 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.