

# JUNJIE GU (J)

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## ME

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I'm a EV/IoT/AI/Blockchain/Game enthusiast, I'm from future I can tell you a few things:

1. Its full of auto-piloted EVs, no gas no steering wheel! and of course Tesla brand :)
2. Bank, food company and IoT devices record their data on public decentralized system.
3. People are living their second lives in a world-wide VR game like OASIS in Ready Player One.
4. I'm definitely not lying.

## EDUCATION

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### University of Waterloo

Bachelor of Computer Science, Software Engineering.  
Double Major in Statistics

*September 2015 - Present*

*Overall Percentage: 83.14*

## TECHNICAL STRENGTHS

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<b>Programming Language</b>	Python > Scala, C/C++, Java > Javascript, SQL, R, MIPS
<b>Infrastructure</b>	Kubernetes, Databrick, Docker, Ubuntu, CentOS
<b>Framework</b>	Tornado > Gevent $\approx$ Flask $\approx$ Spring
<b>Big Data</b>	Spark (SQL, ML, Streaming), Hadoop MapReduce
<b>Machine/Deep Learning</b>	Pandas, Scikit-learn, Keras, TensorFlow

## WORK EXPERIENCE

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### Activision Blizzard Inc, Call of Duty Online Team, SDE

*Jan 2019 - Apr 2018*

Worked for Demonware Inc, the subsidiary that provides online game backend services for Activision's 3A games, including but not limited to Call of Duty, Guitar Hero, Skylanders, and Destiny.

- Contributed in service decomposition, migrating from monolithic service multiple standalone micro services.
- Implemented error tracking/exception reporting middleware for global team use.
- Optimized Call of Duty online batch jobs, redesigned and implemented the work flow architecture.

### Staples Inc, Data Science Team, Data Engineer

*Sep 2018 - Dec 2018*

- Implemented pyspark (spark sql & spark ml) code to replace current numpy, pandas and scikit-learn implementation of machine learning models
- Built data pipelines for model training and various use. From implementing tools to efficiently collect, wash transform large scale external data, to storing data in data warehouse.
- Learned machine learning deep learning model design, model training, using recurrent neural network(LSTM), model stacking, hierarchical linear regression logistic regression and random forest regression.

### Blackberry QNX, Kernel Team, Kernel Developer

*Sep 2017 - Dec 2018*

- Bug fix and code contribution in QNX kernel file system.
- Wrote scripts as development tools.
- Wrote unit tests with code coverage over 1000 lines, for QNX kernel key libraries using C Assembly, SVN, GDB and Valgrind.

**Blackberry Ltd, OTA Team, Full-stack Software Developer***Jan 2018 - Apr 2018*

- Worked directly with customers to enable their use cases with our platform, designed and developed full-stack solutions focused on solving use cases from web UI, to back-end and database.
- Implemented features including patch generation, package generation and ID validation, Integrated open source tools and internal tools into OTA service, using C++, Java, Angular and Vert.x.
- Maintained services and deployed new features using AWS Terraform, Docker, ElasticSearch Kibana

**PROJECTS**

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