

JUNJIE GU (J)

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ME

1. Liverpool + Torres 9 |LAL Kobe 8+24 |Leclerc 16 |PSG.LGD.Ame Fanboy
2. Future is EV |AI |Crypto |Blockchain
3. Wish to live a second life in a world-wide VR game like OASIS in Ready Player One.

EDUCATION

University of Waterloo

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

September 2015 - Present

Overall Percentage: 83.14

TECHNICAL STRENGTHS

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

WORK EXPERIENCE

Impley Data, Backend Team, SDE

Sep 2019 - Present

Open source contribution to Apache Druid (Incubating)

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
