Guangyu Wu

Tel: (+86) 13520934468 | Email: wu.guangyu@yahoo.com | Portfolio: https://uw-guangyu.github.io

Experienced software developer with 5 years of programming experience and 3 years of industry experience.
Focusing on Game and Web Development, having a good knowledge of front-end, back-end, and database.

EDUCATION

University of Waterloo Bachelor of Computer Engineering   **Waterloo, CANADA** *Sept 2016 - Jun 2021*
Unity Technologies Certified Associate Game Developer   **Beijing, CHINA** *Nov 2020*

TECHNICAL SKILLS

- Programming Languages: Java; C#; C++; C; Python; PHP; SQL; HTML; CSS; JavaScript
- Library&Technologies: Unity; Git; SVN; MySQL; MariaDB; phpMyAdmin; Bootstrap; JQuery

WORK EXPERIENCE

89 Trillion   **Beijing, CHINA**
Game Developer   *Oct 2020 - Jan 2021*
- Developed and scripted mobile strategy game "Art of War" based on the Unity3D game engine and API
- Cooperated with game artists to work on Animations, Particles, Textures, Audios, and other UI elements
- Tested and maintained project to ensure the new game version is pushed online on time and is bug-free
- Worked with game designers to explore new game modes and collected users' feedback based on A/B testing
- Designed and created the demo version of new game modes and promoted the development of the official version

DATACLOUD Networks   **Hearst, CANADA**
Full Stack Developer   *Sept 2019 - Dec 2019*
- The University of Hearst requests the development of portals for students, teachers, and admins to coordinate with each other online, which requires many features such as forms submission, email notification, reports generation, etc
- Developed portals architecture and user interfaces using Ajax as well as assigning permissions to different roles of users
- Developed server-side applications using PHP to interact data and to update changes on the database
- Created databases, tables, and views in MySQL and MariaDB; and used phpMyAdmin to manage databases
- Optimized the site security by using SQL prepared statements, password hashing, time out management, and log system

FGF Brands   **Toronto, CANADA**
Web Developer   *Jan 2019 - Apr 2019*
- Developed the Progressive Web App for internal users to work offline or on low-quality networks
- Developed FGF Style project based on Bootstrap and Popper JS for internal developers to uniformly implement on projects
- Designed and built user interface components based on Kendo UI according to clients' requirements
- Built a Console App using C# and SharePoint REST API to retrieve and send data from SharePoint to objective console
- Programmed an amount of NFC tags with IP addresses and department Info on Android devices for company asset tracking

Information and Privacy Commissioner of Ontario   **Toronto, CANADA**
Web/LAN Officer   *Sept 2017 - Aug 2018*
- Developed company intranet and created FAQs sections for users to identify problems and reach out to possible solutions
- Managed email service on Active Directory Users to create/drop groups and assign activities to internal users
- Provided IT support for internal officers including solving problems of computers, peripherals, and operating systems
- Completed an amount of OS imaging as well as BIOS upgrading and deployed OS to internal users
- Upgraded and managed the version of servers on VM vSphere and used EqualLogic to back up data efficiently

West Corporation   **Toronto, CANADA**
Web Designer   *Jan 2017 - Apr 2017*
- Designed effective user interfaces while focusing on the design of Headers, Banners, Callouts, Features, and Footers
- Applied internal design standards to all projects(100+ websites) while enhancing the look and feel of existing content
- Created visual concepts that match the content and image of the website used by internal and external customers

PROJECTS

Real-Time Weather App
- Designed and built a real-time weather app using HTML, CSS, JavaScript, and OpenWeatherApp API, which allows users to explore the temperature, humidity, and pressure for input cities
- Link: https://uw-guangyu.github.io/Weather_PWA/index.html

Social Network System
- Designed an Entity-Relationship Model for a social network, created a database with appropriate tables and data based on the ER Model diagram, and created the prototype CLI client and a set of well-defined APIs
- Link: https://github.com/UW-GuangYu/Social_Network_System