Fan Guo

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Education

2013 – Present Electrical and Computer Engineering, University of Toronto
Team Leader, APS111/112 - Engineering Strategies and Practice I & II
Achieved final grades of 90 and 84, respectively

2009 – 2013 International Baccalaureate Diploma, Bayview Secondary School
Achieved 40/ 45 final score
Awarded School Life Award for contributions to school community
Completed over 400 community service hours and over 150 Creativity, Activity, Service hours

Projects

Battlehack Toronto 2015 "Swear Jar": Created front-end for an application that allows users to form groups, set amounts and collect money to donate to a charity at the end of a month. Used the Braintree API to process payments.

March 2015 "ElectroPet": A virtual pet game with options to feed, wash and heal a pet with a limited lifespan. Used the Nios II assembler language for the game logic (branching, functions, interrupts), images generated using MS Paint and stored in memory using a modified convertor program, written in C .

January – April 2015 "PathMapper 3.0": Used C++ and a course provided API to generate a map with search and route-planning functionalities, using different shortest path algorithms and information from OpenStreetMap. Worked predominantly on user experience and graphic interface.

YHack 2014 "FridgeStock": Used HTML5, CSS3 and Bootstrap for front end of a student recipe planning and retrieving application. Used the Yummly API for recipe calls.

November 2014 "Frustration": Inspired by Milton Bradley's Perfection game, used Verilog for game logic. Created for Altera's DE2 board, with switch and key inputs, VGA, hexadecimal display and LED outputs.

Hack The North 2014 "Stocket": Web application that shows real-time stock prices alongside Twitter trends from accounts chosen by the user, using the Bloomberg API and natural language processing to determine stock sentiments and display as a graph. Worked in the front-end team to incorporate HTML/CSS for the user interface.

Honours

2015 Canadian University and U24 Dragonboat National Club Champions

2015 Engineering a bright future: 10 students to watch
Selected by department for academic and co-curricular achievements

2014 Second place, Biomedical Engineering Competition
Competed in a team of 4 against 20 other teams, demonstrating knowledge of the problem, scenario and Lego Mindstorms NXT

Familiar with: C/C++, HTML5, CSS3, Twitter Bootstrap, JavaScript, Python, Matlab, Verilog