Fan Guo

(647)787-9572
cfan.guo@mail.utoronto.ca
cfanguo.me
github.com/cfan-guo

Education

2013 – Present Electrical and Computer Engineering, University of Toronto
Coursework: Algorithms and Data Structures, Operating Systems, Computer Security, Computer Networks, Computer Organization, Introductory Electronics, Digital Systems, Radio and Microwave Wireless Systems, Communication Systems

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

Projects

Battlehack Toronto 2015 "Swear Jar" (Python Django, HTML5, CSS3): Created 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" (Nios II Assembly, C): A virtual pet game with options to feed, wash and heal a pet with a limited lifespan. Images generated using MS Paint and stored in memory using a modified convertor program written in C .

January – April 2015 "PathMapper 3.0" (C++): Used EasyGL graphics library and OpenStreetMap data to generate a map with search and route-planning functionalities. Worked predominantly on user experience and graphic interface.

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

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

Hack The North 2014 "Stocket" (HTML5, CSS3): Implemented front end for web application that shows real-time stock prices alongside Twitter trends from accounts chosen by the user. Application used the Bloomberg API and natural language processing to determine stock sentiments and display as a graph.

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, Python, JavaScript, MATLAB, Verilog, Git, SVN, SPICE simulation
Experience using: oscilloscopes, function generators, vector network analyzers, power supply