

Felix Guo

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🏠 felixguo.me « 📄 github.com/fg123

SKILLS >

Programming C, Java, Kotlin

Game Design Unity, SFML

Team Based Detail-Oriented, Self-Motivated, Open-Minded

Web HTML5, CSS, Javascript, jQuery, PHP, MySQL

Limited Python, C++, Racket

EXPERIENCE >

Yahoo! Inc.

Software Developer Intern

Sunnyvale, CA

Jan. 2018 - Present

- Developed multiple features in Kotlin for Fantasy Sports Android such as Start Active Players for the week
- Planned and implemented complex UI flows on Android such as the native ability to Create a Daily Contest

Yahoo! Inc.

Software Developer Intern

Sunnyvale, CA

May. 2017 - Aug. 2017

- Created new Android "Accordion" ad layout for Growth and Monetization team with a custom view folding effect developed with Java to industry standards, raising click-through rates from 0.13% to 0.23%
- Developed Draft Chat and Draft Order pages up to spec, as part of Yahoo Fantasy Sports's live draft system
- Given highest rating (Outstanding) by manager in Waterloo Co-op Performance Evaluation

Inkpad Studios (Mobile Gaming Startup)

Game Developer

Vancouver, BC

Nov. 2014 - Jun. 2016

- Sole developer of Pedal Panic, a top-down tilt-controlled cycling game, working with Unity, Java and C#
- Implemented all parts of the game structure, including an audio manager for Unity, a randomized terrain generator, parallax scrolling for the background, and 3 different ad mediators for both interstitial and rewarded ads on Android
- Coordinated weekly meetings with game design, graphic artist, and sound artist teams to ensure task deadlines were met based on the Agile methodology

PROJECTS >

WendyScript

Programming Language > felixguo.me/wendy

Nov. 2016 - Present

- Compiler written fully in C, supports dynamic typing, first class functions with closures and first class objects, including a lexer/parser, code-generator, and a bytecode VM
- Developed recursive descent parser to parse custom grammar into an abstract syntax tree as well as a VM to run custom compiled binaries

MercuryWM

Tiling, Multi-windowed JS Desktop Environment > felixguo.me/mercury

Jul. 2017 - Present

- Developed a new-tab page replacement that is based on a tiling window manager using React and Redux
- Created a JSON object based virtual filesystem with corresponding bash commands to navigate
- Developed Javascript API to allow user created scripts to interact with main window through iFrames to allow diverse, interactable, user-created extensions such as displaying a clock, weather, or to-do list widget

Nick PDF

Generate PDFs from XML Markup > github.com/fg123/nick

May. 2017 - Present

- Employs similar layout processes as Android's layout system, with custom written measure, layout and draw passes
- Supports generic UI templating system that allows reusing of elements to build complex, reusable layouts
- This PDF was generated with Nick; the XML source can be found at github.com/fg123/portfolioWebsite/tree/master/resume

EDUCATION >

University of Waterloo and Wilfrid Laurier University

Candidate for Bachelors of Computer Science and Business Administration

2016 - 2021 (Expected)