

# Felix Guo

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🏠 [felixguo.me](http://felixguo.me) « 📄 [github.com/fg123](https://github.com/fg123)

## SKILLS >

**Programming** C, Java, Kotlin

**Game Design** Unity, XNA

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

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

**Limited** Python, C++, Racket (Scheme)

## EXPERIENCE >

### Yahoo! Inc.

*Software Developer Intern*

**Sunnyvale, CA**

Jan. 2018 - Present

- Developed multiple features in industry quality Kotlin for Fantasy Sports such as Start Active Players for the week
- Planned and created complex UI flows on Android such as a native Create Contest flow

### 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](http://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](http://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](https://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](https://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)