

GUANGLEI DAI

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TECHNICAL TOOLS

Fullstack Software Engineer Rich experiences in interpreting ideas to software design for scalable web and mobile frameworks.

Expertise in structural design Dedicated to object-oriented design patterns and modern software development methodology

Great trouble shooting skills Strong in analyzing code and debugging with dump and server logs

EDUCATIONS

Master of Engineering, McGill University Montreal, Canada *Sep. 2011 - Dec. 2013*

Major: Electrical and Computer Engineering **CGPA: 3.85/4.00**

Awards: Graduate Excel Fellowship(Two times)

Bachelor of Science, Shanghai JiaoTong University Shanghai, China *Sep. 2007 - Jun. 2011*

Major: Electrical and Computer Engineering

TECHNICAL TOOLS

Programming: Java, Ruby, Ruby on Rails, Objective C, Xcode, Android Studio, C/C++, SQL, ReactJS, React-Flux, Javascript, JQuery, AJAX, PHP, HTML, CSS, Git, Matlab, L^AT_EX

Operating Systems: OS X, Linux, Windows

WORKING EXPERIENCES

FullStack Software Engineer—Fans Entertainment Inc.(Acquired), Montreal, Canada *Mar. 2014 - Present*

- Designed and implemented a well-known venue management framework from Server BackEnd design, FrontEnd management software to IOS framework and Android library.
- Joined the start-up when it had only five developers.
- Stepped in on 3 projects that were running behind schedule and shipped them on-time.

Software Engineer—Quebec Centre For Biodiversity Science, Montreal, Canada *Jan. 2012 - Jan. 2014*

- Refactored database structure to follow object-oriented design.
- Created mechanisms to detect spamming information and block harmful data.

Research Assistant—McGill University, Montreal, Canada *Sep. 2011 - Dec. 2013*

- Improved the performance of wireless relay networks by employing supervised learning algorithms, which overcomes the limitation of conventional differential detection employed in multi-relay wireless networks over fast-fading environments.
- Implement and simulate the proposed schemes with C and Matlab. The proposed scheme outperforms existing technology significantly.

Mobile Developer Intern—Zhongshu Health-Tech Limited, Shanghai, China *Jan. 2010 - May, 2011*

- Developed portable blogger in JavaME.

LANGUAGES

English & Chinese(fluent), French (Working Proficiency)

PROJECTS

Real-Time Guest Service in a mobile framework—Fans Entertainment Inc. Montreal, Canada *June. 2014 - Sep. 2014*

- Designed and implemented a well-known venue management framework from Server BackEnd design, FrontEnd management software to IOS framework and Android library.