

Derrick Guo

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EDUCATION

UNIVERSITY OF WATERLOO

BACHELOR IN COMPUTER SCIENCE

Expected Apr 2021 | Waterloo, ON

Business Option

Faculty of Mathematics

Cum. GPA: 3.9 / 4.0

BACHELOR IN STATISTICS

Expected Apr 2021 | Waterloo, ON

Faculty of Mathematics

Data Science Option

Cum. GPA: 3.9 / 4.0

LINKS

Github:// h59guo

LinkedIn:// Derrick Guo

Personal website

COURSEWORK

UNDERGRADUATE

Algorithms

Compilers

Database

Objected Oriented Programming

SKILLS

PROGRAMMING

Experienced:

- C++ • JavaScript • Java • C • R
- MatLab • Linux • MIPS • Python

Familiar with:

- C# • SQL • XSLT • Swift
- HTML5 • CSS3 • LaTeX

SOFT SKILLS

- Communication skill
- Time management skill
- Quick adaption to technologies

AWARDS

- Dean's Honors list (Average above 87%): Winter, Spring 2018; Winter 2017; Fall 2016
- Faculty of Mathematics Entrance Scholarship (September 2016)
- Top 1% in Euclid Mathematics Contest (May 2016)
- International Experience Scholarship (September 2016)

SUMMARY OF QUALIFICATIONS

- Experienced in Object-Oriented Programming languages such as **C++** and **Java**
- Proficient in front-end websites development with **jQuery** and **JavaScript**
- Highly experienced with **Linux**, **MacOS** and **Windows** System
- Familiar with **Agile** Development Methodology and capable of finishing tasks in strict deadlines
- Self-motivated and quick learner, passionate about exploring new technologies

EXPERIENCE

SAP CANADA | SOFTWARE DEVELOPER

May 2018 - Aug 2018 | Waterloo, ON

- Worked on developing **Page Object Model** and maintaining barrier's stability
- Participated in feature enhancement development for the **handsontable** of SAP HANA User Interface
- Improved coding skills in **JavaScript** and knowledge in **asynchronous** asynchronous programming languages
- Gained experience with POM development in component testing with **Selenium** and fixing flickering test scripts for User Interfaces

NULOGY CORPORATION | SYSTEM INTEGRATION DEVELOPER

Sep 2017 - Dec 2017 | Downtown Toronto, ON

- Worked on building **transforms** using **XSLT**, designing maps in Axway map designer and dealing with unplanned customer requests
- Developed the **Nulogy 945, 940 Connector Projects** and B2Bi Migration Project that are still being used by Nulogy
- Improved ability of debugging and documentation via working with the Nulogy's B2Bi Migration Project

PROJECTS

WLM COMPILER | CS 241 FINAL PROJECT

April 2018 | Waterloo, ON

- Implemented using C++, functioned as a full compiler of the language WLM (a subset of C)
- Obtained experience with C++ standard library, coding skills in MIPS, and knowledge of the way compiler works
- Cultivated the ability to work alone under strict time restriction

CHAMBER CLAWER 3000 (CC3K) | CS 246 FINAL PROJECT

June 2017 | Waterloo, ON

- Built in C++, using Observer, Iterator, Factory and Visitor design patterns, functioned as a console-based version of Tower of the Sorcerer
- Demonstrated communication skills via leading the group project
- Developed deep understanding of of Object Oriented Programming concepts

LITTLE CRAZY ZOMBIE - AN RPG GAME | 2018 UNITY GAME JAM

Jan 2018 | Waterloo, ON

- Implemented using Unity and C, functioned as an RPG game similar to Contra
- Developed abilities to work under strict time restriction by finishing the game from scratch in 36 hours
- Cultivated teamwork skills by efficiently collaborating and working individually
- Improved debugging and self-learning skills through doing online researches