

# LARRY SHI

## Software Developer

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## SKILLS

### Languages and Frameworks

Python, Django/Flask, Pandas, Hypothesis, C/C++, CUDA, OpenMP, MPI, Java, Android, SQL, SQLite, PostgreSQL, MongoDB, JavaScript, NodeJS, React, Express, DOM, Rest APIs, Functional programming

### Software & Tools

Linux, Git, VirtualBox/VMWare, CI/CD, CircleCI, Heroku, Wireshark, Postman

### Languages/Frameworks I can Pickup Quickly

C#, Kotlin, Angular, Haskell, Lisp languages

## EXPERIENCE

### Software Developer in Test - Intern

#### Merchant Link

📅 May 2019 – August 2019    📍 Ottawa, ON

- Written Python scripts that simulate behaviours of a pin pad to help automate testing of company products.
- Written Python scripts to perform stress testing on company products and automated report generations.
- Created an experimental tool that captures product network activities and diagnoses for pin pad issues using Python.

## EDUCATION

🎓 B.Sc., Computer Science

#### University of Toronto

📅 2018 – 2022    📍 Toronto, ON

GPA: 3.70/4.0

### Relevant Courses

- Algorithm Design, Analysis & Complexity
- Principle of Programming Language
- Operating System
- Parallel Programming
- Computer Graphics
- Computer Networking Systems
- Introduction to Artificial Intelligence

## AWARDS & CERTIFICATES

"An Introduction to Interactive Programming in Python"  
Statement of Accomplishment With Distinction

#### Rice University MOOC

📅 June 2014    📍 Ottawa, ON

## PERSONAL PROJECTS

### File System

📅 October 2020    📍 Toronto, ON

- Created a mountable file system with similar structure to ext2 using libfuse API.
- Implemented various file system operations such as create/remove files, write/read files.

### Shopping Queue

📅 July 2020    📍 Ottawa, ON

🐙 larryworm1127/Shopping-Queue

- Created a web app that helps control the flow of shoppers in response to social distancing policies for COVID-19.
- Built using React.js for frontend, with an Express REST APIs server and MongoDB for data storage.

### Android Game

📅 December 2019    📍 Toronto, ON

🐙 larryworm1127/AdventureOfPost

- Created a three-part Android game using Java, Gradle and SQLite.
- Implemented user authentication, game statistics tracking using SQLite database.
- Employed SOLID principles, MVP architecture and other object-oriented design patterns.
- Designed the project, oral presentation, UML diagrams in collaboration with five other peers.

### NBA Daily

📅 April 2019    📍 Ottawa, ON

🐙 larryworm1127/nba\_daily

- Built a web app that displays the NBA stats in a more accessible way using Django.
- Used SQLite to store and access all scrapped NBA stats.

### Autocomplete Engine

📅 December 2018    📍 Toronto, ON

🐙 larryworm1127/autocomplete

- Created an autocomplete engine that generates autocomplete results from given data.
- Implemented the autocomplete algorithm using weighted tree data structures.

### PyBoardGame

📅 September 2018    📍 Ottawa, ON

🐙 larryworm1127/PyBoardGame

- Built a simple board games web app using Flask and JQuery.
- Implemented a computer Tic Tac Toe player using minimax algorithm.