

LARRY SHI

Software Developer

@ shilerong@gmail.com 343-777-8457 larryworm1127.github.io
in linkedin.com/in/larry-shi-11479914b/ github.com/larryworm1127

SKILLS

Languages and Frameworks

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

Software & Tools

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

EXPERIENCE

Software Engineer Intern

Intel

May 2021 – Present Toronto, ON

Software Engineer 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 – 2023 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.