

LARRY SHI

Software Developer

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SKILLS

Languages

- Python, JavaScript, Java, C, Kotlin
- Racket, Haskell
- Latex, Shell/Bash, SQL, HTML, CSS

Frameworks/Tools/Libraries

- Django/Flask, React/Angular, Android, PostgreSQL/SQLite, Hypothesis, NumPy, Matplotlib, Pandas
- Unix, automated testing, scrum, CI/CD with CircleCI and Heroku, Git
- Design patterns, MVP, SOLID, REST API

EXPERIENCE

Software Developer in Test - Intern

Merchant Link

May 2019 – August 2019 Ottawa, ON

- Written Python scripts that simulates behaviors of a pinpad to help automate testing of company product.
- Performed stress testing on company product to evaluate its ability to process transactions.
- Created an experimental tool that captures product network activities and diagnose for pinpad issues using Python.

AWARDS & CERTIFICATES

"Learn to Program: The Fundamentals" Statement of Accomplishment

University of Toronto MOOC

January 2014 Ottawa, ON

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

Rice University MOOC

June 2014 Ottawa, ON

Dean's List Scholar in the Faculty of Arts & Science (>3.5 cGPA)

University of Toronto

2019 – 2020 Toronto, ON

EDUCATION

B.Sc., Computer Science

University of Toronto

2018 – 2022 Toronto, ON

Current cGPA: 3.58

PERSONAL PROJECTS

PyBoardGame

September 2018 Ottawa, ON

larryworm1127/PyBoardGame

- Built a web app using Python (Flask) and JavaScript (jQuery) that allows users to play simple board games on the website. Including Tic Tac Toe and Sudoku.
- Implemented a computer Tic Tac Toe player using minimax algorithm.

NBA Daily

April 2019 Ottawa, ON

larryworm1127/nba_daily

- Built a web app using Python (Django) that scraps NBA stats from NBA website using API and displays the data in a more accessible way.
- Used SQLite alongside Django model to store and access all scrapped data.
- Currently integrating React with Django REST Framework.

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.

Autocomplete Engine

December 2018 Toronto, ON

- Created an autocomplete engine that generate autocomplete results for letters, sentences, and melody (MIDI) given a file of data to autocomplete from.
- Uses weighted tree structure to store autocomplete data and recursively autocomplete given prefix.