

LARRY SHI

Software Developer

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SKILLS

Languages

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

Frameworks/Tools/Libraries

- Django/Flask, React, Express, DOM, REST APIs
- Android, Node, Threading, Hypothesis, NumPy, Pandas
- PostgreSQL, SQLite, MongoDB
- Unix, automated testing, scrum, CI/CD with CircleCI and Heroku, Git
- Design patterns, MVP, SOLID

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.

EDUCATION

B.Sc., Computer Science

University of Toronto

2018 – 2022 Toronto, ON

Current cGPA: 3.62 / 4

Relevant Courses

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

AWARDS & CERTIFICATES

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

University of Toronto

2019 – 2020 Toronto, ON

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

Rice University MOOC

June 2014 Ottawa, ON

PERSONAL PROJECTS

Shopping Queue

July 2020 Ottawa, ON

- 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.

XiangQi.js

August 2020 Ottawa, ON

- Created a JavaScript library that embeds XiangQi board game onto the web using JavaScript DOM manipulation.

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.