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, NodeJS, 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 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

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

○ 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.

XiangQi.js

📅 August 2020   📍 Ottawa, ON

○ larryworm1127/XiangQi.js

- 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

📅 Apirl 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.