

# 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

### "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

## PERSONAL PROJECTS

### 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.

### 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.

### 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

🐙 larryworm1127/autocomplete

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

### 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 ReactJS frontend, Express REST APIs server alongside MongoDB for data storage.

### XiangQi.js

📅 August 2020    📍 Ottawa, ON

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