

# 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

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

### boardgame.js

August 2020    Ottawa, ON

- Created a JavaScript library that embeds various board game onto the web using pure 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 generate autocomplete results from given data.
- Implemented the autocomplete algorithm using weighted tree 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.