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, Kotlin
- Racket, Haskell
- Latex, Shell/Bash, SQL, HTML, CSS

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

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 Networking Systems, Web Programming
- Computer Graphics
- Introduction to Artificial Intelligence

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

EXPERIENCE

Software Developer in Test - Intern

Merchant Link

📅 May – 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.

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

📅 Apirl 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 scapped 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

 larryworm1127/autocomplete

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