

Ray Bao, Software Developer

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Employment History

github.com/ray-bao-mcgill

Fibre Designer, Glass Consulting Services

(Jan 2023 — Jun 2024)

- Built and deployed a company website that is compatible across browser and mobile platforms using **HTML**, **CSS**, **JS** to increase online presence and attract new potential clients.
- Employed **Azure static web applications** in order to create a live updated simulated development environment for the website.
- Employed **Bluebeam Revu** to design and issue highly efficient and optimized plans for fibre distribution networks to Bell for construction through a rigorous quality control system.

Future Tech Intern, Nokia

(Jun 2021 — Aug 2021)

- Worked as a **PHP** developer alongside a network architect to automate testing for proof of concept network topologies on Nokia's **SR Linux Network Operating System**.
- Deployed virtual full and half mesh network topologies hosted on **DigitalOcean**'s cloud infrastructure using IP networks and IP-routing in containerized SR Linux routers using **ContainerLab** and **Docker**.
- Integrated **ContainerLab** with **PHP** to allow proof of concept network topologies to be more efficiently constructed and deployed from a user-friendly web-app GUI to improve standard rate of deployment by 50%.

Full Stack Web Developer (co-op), Digiterra Interactive

(Jun 2020 — Jul 2020)

- Completed a front-end interface design using **HTML**, **JS**, and **CSS** to improve user experience.
- Worked with an **Apache** Web Server on a **XAMPP** stack to integrate a **MySQL** database along with **PHP** scripting with calls to the Paypal **REST API** deliver a functioning subscription service.

Projects

WikiChess - HackThe6ix Winner (Best Game Hack)

(Aug 2024)

- Spearheaded the conceptual design and implementation of a browser game built with Python's **Flask** framework.
- Utilized the **BeautifulSoup4** python library to create a webscraper capable of reproducing the classic Wikiracer game in a custom interface.
- Leveraged knowledge of **Object-Oriented Programming** in order to create game lobbies, monitor game state, and handle game logic.
- Employed multiple Python NLP libraries including **spaCy** in order to generate semantic comparison scores between page navigations.

Moody.ai - McHacks 12

(Jan 2024)

- Developed a mood-journal-inspired playlist creation **Flask** application.
- Employed the **openAI** api to categorize journal entries into various moods.
- Enabled Spotify authentication with the **Spotify API** and performed **sentiment analysis** on users' most played songs utilizing a **logistic-regression model** trained on over 2000 data points in order to effectively generate mood-based playlists based on the user's Spotify profile.
- Leveraged an **SQL** relational database to store journal entries and recall previous playlists.

devray.ca

(Sep 2024)

- Utilized **HTML**, **CSS**, **JS** to create a visually appealing and interactive portfolio website that emulates a **Linux** command terminal that allows site navigation with **Linux** navigation commands.
- Employed **Git webhooks** to automate updates to the live website by triggering pulls upon code changes, enhancing the **CI/CD** pipeline for smoother future development.

Education

Sep 2022 — Present

B.Sc. Computer Science - AI, McGill University
Minor in Economics

Montreal, Quebec

Relevant Courses: Data Structures and Algorithms, Software Design

Sep 2018 — May 2022

International Baccalaureate Diploma, Colonel By

Ottawa

Technical Skills

- **Languages:** Python, Java, JavaScript, PHP, HTML, CSS, SQL
- **Frameworks and Libraries:** Flask, React, Node.js, Vue.js, BeautifulSoup4, spaCy, scikit-learn, pandas, numpy
- **Tools and Technologies:** Docker, ContainerLab, Azure, AWS, Git, XAMPP, Apache, MySQL, DigitalOcean, Responsive Design, Cross-browser Compatibility, CI/CD Pipelines