Shun Rao

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education

University of Waterloo Waterloo, ON Bachelor of Software Engineering Candidate Sept 2017 - Present

experience

Team Waterloop

Waterloo, ON

Communications Systems Engineer

Sept 2017 - Present

 Working with UW student engineers to build a better, faster Hyperloop Competition 3 pod • Designing a reliable and low-latency UDP communications pipeline in Go to relay critical pod data

dominKnow Learning Systems

Ottawa, ON

Software Developer

Jun 2016 - Aug 2017

• Developed full stack e-learning & authoring solutions in Java for corporate clients. • Drafted and wrote efficient cloud authoring version control system using JSON diff comparison • Led the development of a HTML5 asset editor with ColdFusion server logic and JS canvas manipulation. • Built an automated LESS theming engine and implemented optimizations to increase compilation speeds by 500%

University of Ottawa Heart Institute

Ottawa, ON

Development Lead

Feb 2016 - Feb 2017

- Led iOS development of MOC Pager, an application that prepares med students for residency by simulating situations involving surgical patients.
- Managed Firebase backend for secure cloud storage of responses
- Project presented at the Canadian Conference on Medical Education and the American Association of Surgical Education

projects

Finden Node.js, React Native

devpost.com/software/finden

Sept 2017

Massively multiplayer scavenger hunt platform built at Hack The North using IBM Watson Image Recognition API. Users compete on a global leaderboard by scanning target objects with their phone.

Orpheus Node.js, Python

github.com/shunr/orpheus

Jul 2017

Interactive machine learning experiment that trains an online classification model to learn individual music tastes. Uses user feedback to 30-second Spotify previews to estimate likelihood of genre and track preference.

Code Curator Python

github.com/shunr/code-curator

Mar 2017

Utility to intelligently crawl contest sites and generate indexed repositories of personal code submitted to competitive programming platforms.

Greedy Snek C++

github.com/shunr/greedy-snek

Nov 2015

SFML based "snake" game against aggressive AI with greedy pathfinding

accomplishments

- 2017 Waterloo President's Scholarship of Distinction
- **ECOO Programming** 2017 Contest Eastern Ontario Champion
- 2017 CCC Certificate of Distinction
- Canadian Federation 2016 of Medical Students Student Initiative Grant
- CCC Certificate of 2016 Distinction
- Colonel By Coding 2016 Club Co-Founder
- TechU.me Ottawa 2015 AppJam Winner
- OSSTF Student 2015 Achievement Awards. **Provincial Winner**

skills

Languages

C++, Python, Java, Javascript, C. Go

Frameworks/Tools

Node, Git, MongoDB, Angular, Mercurial, Jira, ColdFusion, Firebase, ¡Query

Other

HTML5, CSS3

interests

Distance running, hackathons, contest programming, guitar

contact



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