

Jinhong Guo
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EDUCATION

Honours Bachelor of Science, University of Toronto, Sept 2016 - Present
Computer Science Specialist Specialist, Mathematics major and Statistic minor(Expected July 2020)
Relative courses: Soft Tools & Sys Prog, Operating Systems, Data Structures & Analysis, Software Design, Machine learning

INTERNSHIP EXPERIENCE

Java Engineer, YY. May 2019 - Aug 2019
• Using Java spring and VUE (including front-end and back-end) to build the administration system to help people in the company better managing their live event.

Junior Engineer, Eastone Century Technology Co.,Ltd. May 2018 - Aug 2018
• Built a family broadband system for a company to help them manage their broadband.
• Using Java Spring framework, html, css and javascript.

TECHNICAL SKILLS

Programming Languages: Python, Java, C, JavaScript
Other Languages: Verilog, HTML, Assembly,VUE, Css
Operating Systems: Windows, Linux, Mac

RELEVANT EXPERIENCE

Pacman Project, (Python)
• Use various search algorithms to find a path to reach goal for the Pacman.
• Apply a well-designed heuristic function in A-Star search for optimization of the program.

Team leader, The Gallery, University of Toronto (Java) Dec 2017
• Accomplished a robust, user-friendly picture sorting project like the IOS picture sorting
• Designed structure in Java rigorously according to the SOLID principle

Team leader, Game Design, Computer Organization, University of Toronto(FPGA) Nov 2017
• Collaborated with a partner to create game like "Tic-Tac-Toe" using Verilog
• Achieved high quality game, using only engineering tools such as VGA, FSM

File system, (C)
• Implement mkdir, list, link, copy, remove and checker functions for ext2 file system