Huang Qi

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- Availability: 4 days a week, from now to June in 2020.
- <u>Blog (http://laker.me/blog/)</u>
- Github (https://github.com/younglaker)

Education

- University: South-Central University for Nationalities, Electronic Engineering (2014)

 Peking University, Software Engineering (Now)
- **Learned**: C Programme, Data Structure and Algorithm, Database, Software Engineering, Advanced Mathematics, Discrete Mathematics
- Learning: Data Mining, Machine Learning, Neuro-Linguistic Programming, Hadoop, Computer Network, Software Testing

Skills

- **JavaScript**: Good at JavaScript and common libraries. Familiar with the development of AJAX, MVVM model and Wechat mini program.
- **HTML5/CSS3**: Good command of developing pages by HTML and CSS. Familiar with common libraries like Bootstrap, Semantic, Framework, etc.
- SQL: Basic knowledge of SQL. Have experience in a database design in MySQL.
- **Python**: Familiar with the basic uasge of web and game development, lerning sklearn and TensorFlow.
- AI: Learning the algorithm of ML and DL.
- Tools: Mac/Ubuntu/Windows, Vagrant, Docker, Git, Gulp, Bower, Anaconda.
- **Others**: Familiar with SASS, LESS, CoffeeScript. Have experience in C/C++, PHP. Have good code style.

Work and intern experience

• OVM Machinery Company (http://www.ovmchina.com)

Software engineer, 2014.10 - 2017.7

Provided data support to other departments. Maintained the major web systems database. Used SQL to get and analyse data for marketing department. Used Yigo to develope the finance function of ERP.

• <u>SegmentFault (http://segmentfault.com/)</u>

Web front-end engineer, 2013.11 - 2014.4

Responsible for the front-end works of the whole website. Developed the blog and recruit

sites. Developed websites of activities. Packaged common functions to modules. Rewrote the website to responsive and MVC website.

Projects

- <u>WeGo Activity ()</u> WeChat mini programe <2018>
 [WXML, WX SS, JS, MySQL] Responsible for designing the database and developing the front-end websites, including pages developement and data interaction with back-end by AJAX.
- <u>Pixeler (http://laker.me/pixeler/)</u> —— A pixel picture maker <2018> [HTML5, JS] Based on my canvas library EasyCanvas.js, achieve the fuctions including drawing, erasing, changing colors, chaging shapes, etc.
- <u>EasyCanvas.js (https://github.com/younglaker/EasyCanvas)</u> Canvas library
 <2018>
 - [HTML5, JS] Use JavaScript in chain-like structure to draw pictures continuously and conveniently, achieve the fuctions including drawing line, rectangle, square, arc, circle, text, etc. Write a full document. Have better
- <u>Lomocoin (http://www.lomocoin.com/)</u> Wechat LBS game <2016>
 [HTML5, SA SS, JS, Framework 7, Tencent map] Responsible for the layout, animation, and data interaction of pages. Overcome some algorithm, like releasing treasures, getting treasures, detecting location, directing orientation, etc. Overcome the difficulties of mobile development by connecting mobile with computer through local area network.
- OctJs (https://github.com/younglaker/octjs) —— JavaScript library <2016>
 [JS] Use chain-like structure imitating jQuery. Achieve the functions including selector, style modification, event binding, Ajax, etc.