Guangyuan (Charlie) Yang

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Education

University of Waterloo
Candidate for Bachelor of Mathematics
Expected 2020

Skills

Languages: Python, C, C++, Shell, SQL
Systems: Docker, Vagrant, Puppet, Jails
Web: HTML/CSS, Node.js

Experience

Activision   Shanghai, China
Software Development Intern   Sep 2017 - Dec 2017
- Implemented server-side interfaces and tests for Call of Duty: Online game features
- Diagnosed and optimized core multiplayer features alongside the SRE team
- Developed internal monitoring tools for server log aggregation, analytics and alerts

FreeBSD Foundation   Kitchener, Canada
Open Source Software Developer   May 2017 - Aug 2017
- Developed and improved FreeBSD's userland and kernel tools
- Implemented several IoT projects on ARM devices running FreeBSD
- Presented work at BSDCan 2017, an annual international BSD conference

NAVBLUE, an Airbus Company   Waterloo, Canada
Software Developer, DevOps   Sep 2016 - Dec 2016
- Implemented a centralized release management web application used by Dev and QA teams
- Improved the database automation scripts that reduced updating latency by 98%

Activities

The FreeBSD Project   Worldwide
Committer (under mentorship)   Sep 2017 - Present
- Lead the development of Electron ports and the Simplified Chinese Documentation Project
- Work with contributors worldwide to act on bug reports, bring in patches and promote FreeBSD

UW Blueprint   Waterloo, Canada
Project Developer   May 2017 - Aug 2017
- Contributed code to build technologies for nonprofits
- Worked on the Water Festival mobile app project that helped teachers and children during the event

Projects

Platypus Cloud - Personal Project
- A private cloud experiment that provides users with a web interface to manage virtual machines

Cheat Chat Bot - Microsoft Hacks 2nd Place, team of 3
- A chat bot that provides developers with direct solutions to programming questions