

CHENG GUO

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EDUCATION

University of Washington, College of Engineering, Seattle, WA

Sept. 2019 – Jun. 2023

Bachelor of Science

Major: Human-Centered Design & Engineering (Data Science Option)

Minor: Drama (Acting)

GPA: 3.82 (Dean's list - All Quarters)

Relevant Courses: Computer Programming (Python, Java, C/C++, R); Data Structures and Algorithms; Algorithms and Computational Complexity; Machine Learning; Database Systems; Advanced Multivariate Calculus; Differential Equation; Matrix Algebra; Real Analysis; Probability; Elements of Statistical Methods; Statistical Methods in Engineering and Science; Acting; Interactive System Design; User-Centered Design; User Research

PUBLICATION

- Sourojit Ghosh, Murtaza Ali, Anna Batra, **Cheng Guo**, Mohit Jain, Joseph Kang, Julia Kharchenko, Varun Suravajhela, Vincent Zhou, Cecilia Aragon. "Do we like this, or do we like like this?" : Reflections on a Human-Centred Machine Learning Approach to Sentiment Analysis. In *The 25th International Conference on Human-Computer Interaction (HCII)*, 2023 [Accepted]
- Yunhe Feng, **Cheng Guo**, Bingbing Wen, Peng Sun, Yufei Yue, and Dingwen Tao. EmojiCloud: a Tool for Emoji Cloud Visualization. In *The 5th International Workshop on Emoji Understanding and Applications in Social Media at 2022 Annual Conference of the North American Chapter of the Association for Computational Linguistics (EMOJI@NAACL)*, 2022

RESEARCH EXPERIENCE

Human-Centred Natural Language Processing Directed Research Group, University of Washington, Seattle, WA, Research Assistant Jan. 2022 – Present

- Collaborate with a team of 9 peers working on the Emotion Classifier Project under Prof. Cecilia Aragon
- Program in Python with the UW Hyak supercomputer to classify emotions with a 672 GB text dataset
- Lead a team of 7 peers researching how human express various emotions differently in the text dataset
- Design, program, and develop a Python package for a tool of text visualization based on the word cloud

InfoSeeking Lab, University of Washington, Seattle, WA, Research Assistant

Apr. 2021 – May 2022

- Collaborated with a team of 10 peers in a Summer Incubation Project developing an intelligent agent for cellphones under Prof. Chirag Shah
- Developed EmojiCloud, a tool for emoji cloud visualization with Dr. Yunhe Feng
- Analyzed data and created visualizations on Twitter privacy project and biases in image search project

SKILLS

Programming: Python, Java, C/C++, R, SQL, LaTeX, MATLAB

Tools: Amazon MTurk, SLURM, Adobe Photoshop, Adobe Illustrator, Figma, AutoCAD, Autodesk Fusion 360

Language: English, Chinese, German

ADDITIONAL EXPERIENCE

Volunteer at the 2022 Annual Conference of the North American Chapter of the Association for Computational Linguistics (NAACL), Seattle, WA Jul. 2022

Burke Museum Accessible Design, University of Washington, Seattle, WA

Oct. 2021 – Dec. 2021

- Collaborated with 3 peers from HCDE 318 class
- Interviewed individuals with physical and emotional impairments (eg. wheelchair users, visitors with autism) about their experience visiting museums
- Designed the Burke Museum visiting experience to be more inclusive for individuals with physical and emotional impairments
- Addressed accessibility concerns and made the museum experience equitable and enjoyable for everyone

LinkedIn User Interface Redesign, University of Washington, Seattle, WA

Apr. 2022 – Jun. 2022

- Collaborated with 5 peers from HCDE 301 class
- Conducted user study with job application experience on LinkedIn
- Redesigned the job search page to improve job-posting transparency
- Designed mock-up interview, volunteer mentor, and common questions interfaces