

# Drason Guo

Auckland, New Zealand

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## EDUCATION

[Bachelor of Software Engineering \(Honours\)](#), University of Auckland (March 2020 – Nov 2023)

- Recently graduated
- Cumulative GPA: ~7.6/9.0

## WORK EXPERIENCE

[Software Developer Intern](#) | Unleashed Software (Nov 2022 – Feb 2023)

- Development with agile scrum methodology
- Understanding a proper usage of git and following good branching strategies
- Using React in front-end development to modify or add features (e.g. adding validation to input fields, such that only numbers can be accepted, ignoring [+e.].
- Modified SQL functions to perform the appropriate operations on fetched data (e.g. determining the per year values for certain user data)

## PROJECTS

### [Kēmu Kupu](#)

Developed using JavaFX and SceneBuilder. Kēmu Kupu is a spelling app for te reo Māori, developed in a group project of three. It allows young adults to improve their knowledge of the Māori language by quizzing on Māori word spellings as well as showing their meanings.

### [Hack-a-thon](#)

Developed using React JS. A web app where users can sign up as hosts, such that they can host hackathon events, or sign up as a participant who can register for events as well as submitting their hackathon projects.

### [YS Tech](#)

An android mobile app developed using Java in Android Studio. The app allows the user to browse and search through listings of PC peripherals and provides external links to stores that sell the product.

### [RhythmWalker](#)

An AR mobile game developed using Unity3D game engine. The aim of the game is to synchronize one's footsteps with the beat of the music. After each walking session, the game goes into AR where the user can play fetch with a virtual dog or feed it food.

## EXTRACURRICULAR

[General Executive](#) | UoA Anime and Manga Club (Mar 2022 – Nov 2022)

- Played a major role in event planning: the foundation of three events were based around my ideas and contributed with several activity ideas in the planning of other events.
- Interacted with club members at events to create a social environment where everyone felt included.

## TECHNICAL SKILLS (MOST COMFORTABLE TO LEAST)

Java (Object Oriented Programming), React, JavaScript, SQL, C, Linux Bash, Python

## PERSONAL SKILLS

Communication, Positive attitude, Eagerness to learn, Critical thinking, Decision making

## OTHER INTERESTS

Chess, Badminton, Piano, Video games, Anime