

Sheng (Jeff) Guo

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SUMMARY:

A hard-working software engineer who is experienced with multiply development platforms (desktop, mobile, games, and full-stack) seeks an impactful and diverse company that is pursuing an innovative and courageous project. A creative thinker who enjoys working in a team environment but demonstrates success in individual task; dependable, detailed, and has effective problem-solving skills.

EDUCATION:

New York University (NYU) – New York City, New York

Dec. 2022 (Expected)

Master of Science, Major: Applied Urban Science and Informatics

Bachelor of Science in Computer Science

Graduated – May 2021

The University of Illinois at Chicago (UIC) – Chicago, Illinois | Minor: Business Administration

Coursework: Data Structures, Algorithm, Software Design, Machine Language, Systems Programming, Computer Vision, VR/AR, Mobile Development, UI Design.

SKILLS:

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|----------------------|-----------------|----------------------|
| • Java | • Git | (Familiar) |
| • C/C++ | • Unity | • Node.js/Express.js |
| • C#/F# | • MySQL/SQL | • Angular |
| • Python | • Collaborative | • MongoDB |
| • Html/CSS/Bootstrap | • Teamwork | • Flutter/Dart |
| • jQuery/JavaScript | • Dedication | |

Languages:

- | | |
|------------------------|-----------------------------|
| • English (Proficient) | • Mandarin (Conversational) |
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PROJECTS AND EXPERIENCE:

Game Development

(Personal) Designed and developed an Unreal Engine 4 third-person 3D game. Jan. – Aug. 2017

- Experienced using game engines, backend programming, and model design.

(Team) Designed an industry level game from scratch (One of the selected projects) Jan. – May 2020

- Responsible for writing scripts – (AI Pathfinding, Animation, Auto Object Generator, Evolution Decision AI, Player Movement, Resource Object Spawner, Audio, and SFX Controller)
- Utilized version control (GitHub), Unity collaborate, and other tasks/bug managing software.

Software Application

(Team) Developed desktop application (in Java) for an academic project. Sept. – Dec. 2019

- Responsible for writing multiplayer logic and AI player using MinMax.
- Use Java technology to build the network (Server-Client) and test cases by using JUnit.

Full-Stack Application

(Personal) Designed and developed multiple website projects. Dec. 2019 – Present

- Created dynamic pages by using HTML/CSS, jQuery/JavaScript, and PHP to connect with the backend.
 - Utilized MySQL for database management. Currently learning and involving with cybersecurity and network scalability.
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ORGANIZATION AND CERTIFICATION:

LPI Linux Essentials Certificate

Feb. 2016

Linux User Group LUG)

Sept. 2019 – May 2021

(Member) Laser Tag Project.

- Responsible for working on IR LEDs, transistors, Microcontrollers, and program Arduino (mainly).