Kobe Guo

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EDUCATION

Vanderbilt University — Nashville, TN
Bachelor of Science in Computer Science, Minor in Data Science — *Aug. 2020 - May 2024*
- **GPA: 3.42**
- Relevant Coursework: Algorithms, Data Structures, Database Management Systems, Machine Learning, Data Visualization

EXPERIENCE

Freelance Frontend Developer — Nov. 2023 – Present
Self-Employed — *Remote*
- Designed and developed responsive websites for small businesses using **React.js**, **JavaScript**, and **Bootstrap**, improving user experience and engagement.
- Optimized website performance and accessibility, resulting in **25% faster load times** and improved search engine rankings.
- Attracted over **1,000 monthly visitors** to client websites and boosted **average session duration by 20%**, resulting in increased client revenue.

Software Engineer Intern — June 2023 – Aug. 2023
Nourish'd — *Cape Town, South Africa*
- Developed a React Native app for food ordering, **increasing user engagement by 30%**, with a **50% rise in daily active users**.
- Migrated backend from **MySQL to Firebase**, improving scalability and reducing data retrieval times through real-time synchronization, **boosting backend efficiency by 25%**.

PROJECTS

Universal Lesion Segmentation Challenge 2023 | *Python, TensorFlow, Keras*   Github | View Project
- Achieved a **0.87 Dice score** on bone datasets using advanced ML models and data sourced from hospitals.
- Improved model robustness and inference speed through parameter optimization and data augmentation.
- Led a multidisciplinary team, successfully completing a senior project in medical image segmentation.

Twitter Clone | *React.js, Next.js, JavaScript, RESTful APIs, Firebase, Redux*   Github | View Project
- Engineered a real-time Twitter-like application with Next.js and React, integrating Firebase for robust user authentication and real-time data management.
- Employed Redux for reliable state management and utilized Tailwind CSS for responsive UI, enhancing the user experience.

2D Action RPG Game | *C++, GameMaker Studio*   Github | View Project
- Applied C++ to design a 2D action RPG with mechanics like character movement, combat system, inventory, and game state management.
- Debugged and optimized game code, conducting peer play-tests for iterative improvement on game balance and player experience.

TikTok Video Scraper | *Python, BeautifulSoup, Selenium*   Github | View Project
- Devised a Python web scraper using BeautifulSoup and Selenium for efficient extraction of TikTok profiles and watermark-free video content.
- Leveraged Selenium WebDriver for reliable browser automation, speeding up data retrieval and enhancing content quality.

TECHNICAL SKILLS

Programming Languages: Python, JavaScript, C++, SQL, HTML/CSS
Frameworks & Libraries: React.js, Next.js, Node.js, Angular, Redux, Firebase
Software Development: Agile, RESTful APIs, Unit Testing, CI/CD. Object-Oriented Programming, Frontend, Backend
Developer Tools: Git, Github, Visual Studio Code, JetBrains, GameMaker Studio, MySQL