

# Kobe Guo

646-275-6596 | [kobe.h.guo@gmail.com](mailto:kobe.h.guo@gmail.com) | [linkedin.com/in/kobeguo](https://www.linkedin.com/in/kobeguo) | [github.com/KobeGuo99](https://github.com/KobeGuo99) | [kobeguo.com](https://kobeguo.com)

## EDUCATION

### Vanderbilt University

Nashville, TN

*Bachelor of Science in Computer Science, Minor in Data Science*

*Expected May 2024*

- Relevant Coursework: Algorithms, Data Structures, Database Management Systems, Machine Learning, Programming Languages, Discrete Structures, Data Science, Linear Algebra, Differential Equations

## EXPERIENCE

### Software Engineer Intern

June 2023 – Aug. 2023

*Nourish'd*

*Cape Town, South Africa*

- Achieved a 30% increase in user engagement as measured by app analytics, by collaborating in the development of a feature-rich React Native app for food ordering.
- Improved backend operations efficiency by 25% as measured by faster data retrieval times, by implementing Firebase to securely manage over 5,000 product and user records.
- Enhanced the app's feature set and stability as measured by the successful deployment of 15+ pull requests, by employing GitHub for version control and contributing to bug fixes and new features.

## PROJECTS

### Twitter Clone | *Next.js, JavaScript, RESTful APIs, Firebase, Redux, Tailwind CSS*

[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.

### Feralands 2D Action RPG | *GameMaker Studio, GML*

[Github](#) | [View Project](#)

- Applied GML (a language that combines elements of C++, C#, and JavaScript) 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.

### Touchdown Wings Website | *React.js, JavaScript, Bootstrap*

[Github](#) | [View Project](#)

- Designed and developed a dynamic and user-friendly website using React.js, showcasing the menu, location, and other essential information for a family-owned restaurant, boosting customer engagement as measured by increased online interactions and positive user feedback.
- Utilized JavaScript to implement interactive features like a real-time menu search and filter functionality, enhancing user experience and ease of navigation.

### 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++, HTML/CSS, SQL, R, GML

**Frameworks:** React.js, Next.js, Node.js, RESTful APIs, Bootstrap, Tailwind CSS

**Libraries:** Redux, Firebase, pandas, NumPy, Matplotlib, BeautifulSoup, Selenium

**Developer Tools:** Git, Github, Visual Studio Code, PyCharm, CLion, GameMaker Studio, MySQL

## ADDITIONAL

**Languages:** English (Fluent), Mandarin Chinese (Conversational)

**Hobbies:** Gym, Swimming, Video Games