

# Kobe Guo

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## 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*

- Collaborated in the development of a React Native app for food ordering, resulting in a 30% increase in user engagement.
- Utilized Firebase to securely manage over 5,000 product and user records, improving backend operations efficiency by 25%.
- Employed GitHub for version control, contributing to 15+ merged pull requests that enhanced feature sets and fixed bugs.
- [Recommendation Letter](#)

### Restaurant Manager

May 2016 – Aug. 2020

*Touchdown Wings*

*Tulahoma, TN*

- Supervised daily operations and a team of 10+ employees at a busy restaurant, promoting high-quality customer service and maintaining a positive working environment.
- Managed inventory control and ordering, demonstrating effective planning and organizational skills.

## PROJECTS

### Twitter Clone | *Next.js (React), 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.

### 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, 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