

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, Programming Languages, Data Visualization, Discrete Structures, Data Science

EXPERIENCE

Software Engineer Intern

June 2023 – Aug. 2023

Nourish'd

Cape Town, South Africa

- Collaborated in the development of a feature-rich React Native app for food ordering, resulting in a 30% increase in user engagement, evidenced by a 50% rise in daily active users and a 20% increase in average session duration as measured by app analytics.
- Enhanced backend operations efficiency by 25% by transitioning from MySQL to Firebase, improving scalability and resulted in faster data retrieval times due to real-time data synchronization.

PROJECTS

Universal Lesion Segmentation Challenge 2023 | *Python, TensorFlow, Keras*

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

- Conducted research on advanced ML models, achieving a 0.87 Dice score on bone datasets sourced from hospital data.
- Enhanced model robustness and inference speed through parameter fine-tuning and advanced data augmentation techniques.
- Worked with a multidisciplinary team to complete and document a senior project, contributing to successful results in medical image segmentation.

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.

2D Action RPG Game | *GameMaker Studio, GML, C++*

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

- Applied GML (a scripting 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++, SQL, HTML/CSS

Frameworks: React.js, Next.js, Node.js, RESTful APIs

Libraries: Redux, Firebase

Developer Tools: Git, Github, Visual Studio Code, JetBrains, GameMaker Studio, MySQL

ADDITIONAL

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

Hobbies: Gym, Swimming, Video Games