

Kobe Guo

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

EDUCATION

Vanderbilt University

Nashville, TN

Bachelor of Science in Computer Science, Minor in Data Science

Aug. 2020 – May 2024

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

Tullahoma High School

Tullahoma, TN

Salutatorian

Aug. 2016 – May 2020

EXPERIENCE

Software Engineer Intern

July 2023 – Aug. 2023

Nourish'd

Cape Town, South Africa

- Mobile Application Development: Worked on the development of a React Native app for order placement, payment, and pickup scheduling, enhancing UI and functionality.
- Data Management with Firebase: Leveraged Firebase for secure product and user data storage, boosting backend operations understanding.
- Collaboration via GitHub: Utilized GitHub for version control, honing collaborative coding and branch management skills.

Restaurant Manager

May 2016 – Aug. 2020

Touchdown Wings

Tullahoma, 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, 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

Languages: Python, JavaScript, C++, HTML/CSS, SQL, R, GML

Frameworks: React, Next.js, Bootstrap, Tailwind CSS

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

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