Max Guo

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EDUCATION

Brown University — Sc.B. in Computer Science, A.B. in Mathematics (Anticipated Graduation: May 2026)
GPA: 4.0/4.0
Relevant Courses: Linear Algebra with Theory, Accelerated Introduction to Computer Science, Fundamentals of Computer Systems, Abstract Algebra, Statistical Inference

TECHNICAL SKILLS

Programming Languages: Python, Java, C/C++, HTML/CSS/Javascript, Typescript, Rust, C#, SQL
Frameworks/Tools - React.js, Tailwind CSS, Material UI, FireBase, Unity
Software: Git/Github, Excel, Adobe Photoshop, Adobe Illustrator, Adobe InDesign

PROJECTS

WAKE Designed and programmed an OpenBCI Ganglion EEG board to detect microsleep. Using the OpenBCI Python API, created a simple interface with Tkinter to begin data collection and analysis.
Study Campfire: Using the Javascript Chrome Extension API, developed a Google extension that tracks the user's time spent studying. Designed the animation for the campfire visual.
Kebash!: A 3D multiplayer party game developed in Unity and C#. Programmed managers that efficiently traversed between game states, such as the start screen, pause screen, and main gameplay state. Also implemented UI and sound
US(F)PS: A first person, procedurally generated runner developed in Unreal Engine. Worked on UI for taking damage and losing the game, procedural generation to infinitely generate random obstacles for the player to traverse.

PROGRAMMING EXPERIENCE

iCims, Software Engineering Intern (September 2021 - December 2021)
- Worked as a software developer for a cloud-based recruiting platform through high school's semester-long mentorship program
- Developed front-end features for a job application portal using React and Figma, pushed changes to the main branch of the software's next update
- Also spent time troubleshooting a critical security error that had been overlooked in the codebase
- Became familiar with agile/scrum workflow

Brown RISD Game Developers, Programmer (September 2022 - Present)
- Worked as a programmer for teams on 2 games: Kebash! And US(F)PS. Implemented dynamic UI elements, animations, managers,and procedural generation. Worked in Unity, C#, Unreal Engine, and Blueprints.

Full Stack at Brown, Developer (January 2023 - May 2023)
- Worked as a developer in updating for Sole Magazine, Brown's creative nonfiction club. Used Webflow and its CMS capabilities, along with Figma, to build the website.

COMMUNITY AND JOB EXPERIENCE

Liberty Science Center, Volunteer (July 2019 -August 2022)
- Guided guests through museum grounds, educating them on various exhibits
- Hosted the Wind Tunnel and Salt Wedge labs, offering young guests interactive and educational activities to partake in
- Mentored new volunteers on the details of all the exhibitions

Creative Arts Club, Officer (September 2020- June 2022)
- Organized and managed events for club members, devising themes for each meeting, such as illustration, origami, and figure drawing.
- Promoted various art competitions such as the Scholastic Art and Writing Awards and Young Arts

VEX Robotics Teams, Member (September 2018 - May 2022)
- Built, programmed, and co-captained, devising designs and mechanisms for robots

Starbucks, Barista(June 2022 - August 2022)
- Made drinks on both hot and cold bars, received and distributed drive-through orders

LANGUAGES & INTERESTS

Languages: Bilingual in English and Mandarin
Interests: Visual Arts, Graphic Design, Robotics, Running