

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: Introduction to Computer Graphics, Advanced Computer Graphics, Compilers and Program Analysis, Deep Learning, Linear Algebra with Theory, Data Structures and Algorithms, Fundamentals of Computer Systems, Abstract Algebra, Statistical Inference, Differential Geometry

Teaching Assistant Positions: CSCI1260 Compilers and Program Analysis, MATH1530 Abstract Algebra

EXPERIENCE

Anytime AI, Software Engineering Intern (May 2024 - Present)

- Developing a full stack application that utilizes **large language models** to assist law students and lawyers automate up to **90%** of manual labor using **Next.js, MySQL, Python, AWS, and LangChain**
- Simplifying various components of the Anytime-AI for a simpler lite product, adapting the **frontend** and **modifying various LLM services** to suit the needs of law students

iCIMS, Software Engineering Intern (September 2021 - December 2021)

- Delivered a large-scale frontend overhaul for an employer job application portal used by **5000+ companies** using **React.js**
- Employed **Enzyme** and **Jenkins** to ensure that features were secure and fully functional in every use-case

Brown RISD Game Developers, Executive Board Member (September 2022 - Present)

- Led and onboarded multidisciplinary teams of **20/30+** students using **agile/scrum methodology** to implement **50+** interconnected features for small-scale indie games
- Published games to itch.io, with **200+** downloads and plays
- Organized a club of **100+ members** by scheduling weekly meetings, advertising across 2 college campuses, contacting members of the **video game industry** to hold career-oriented panels for members, and leading a club-wide **post-mortem review** every semester to go over the development process for games

PROJECTS

AIstrology | React.js, OpenAI API

- **Led a 4-person hackathon group** in developing a Personality Quiz application inspired by BuzzFeed Quizzes, using **React and React-spring**
- Automated answer interpretation using the **OpenAI API** to create unique personality assessments for users

Water Surface Wavelets | C++, OpenGL

- Implemented the '**Water Surface Wavelets**' paper by Stefan Jeschke and others using **C++** and **OpenGL**, creating a performant and realistic simulation of ocean waves.
- Created a simple procedural heightmap generator with **perlin noise** to add meshes resembling cliffs and mountains to wave scenes, along with a framework for detecting collisions between the waves and these meshes

TECHNICAL SKILLS

Programming Languages: Python, C/C++, Java, Rust, HTML/CSS/Javascript, Typescript, C#, OCaml, Golang, SQL

Technologies: Git/Github, React.js, Next.js, MySQL, NodeJS, Linux, FireBase, Enzyme, Numpy, TensorFlow, Pytorch, Jenkins, Docker, OpenGL, Excel, Unity, Unreal Engine, Godot, AWS

Skills: Leadership, Agile/Scrum, Data Structures and Algorithms, Machine Learning, Computer Systems, Computer Graphics, GPU Programming, Unit Testing, Object Oriented Programming, Documentation