

Mauro P. Guerrero

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Occupational Goal:

To pursue a career as a full-time software engineer. Currently looking for internships or co-ops. Working towards my B.S. in Computer Engineering.

Education:

B.S. in Computer Engineering – Texas A&M University	Expected Graduation - May 2022	GPA: 3.87
Associate of Arts – El Paso Community College	Graduated - June 2018	GPA: 3.81
Work Experience:		

Google STEP Intern (Remote)

Summer 2020

- Portfolio Website (https://github.com/MauroGuerrero20/STEP Internship Portfolio)
 - o Developed personal **portfolio website**, illustrating my education, work experience, and personal projects in a clear and concise webpage. Created website's frontend using **JavaScript**, **HTML**, and **CSS**.
 - Implemented a **comments feature** on my portfolio, allowing users to leave comments on my webpage. Developed using **Java Servlets** for the backend and **Google Datastore** as the project's database.
 - Added a Geography Map Game on my portfolio website, which allows users to try to guess a country's location on Google Maps. Implemented using the Google Maps and Geocoding APIs.
- BookBook A Social Media Website for Book Clubs (https://github.com/STEP-Pod-Capstone-Project/Capstone-Project)
 - Collaborated with coworkers to create and design a web application called **BookBook**, which allows users to create and manage book clubs, search for books, and store books they wish to read in a booklist.
 - Led the DevOps of the project, I set up the React frontend and Java Servlets backend integration, and deployment procedures for our project using App Engine Microservices.
 - Developed the **Login** and **Landing Page**, allowing users to login using their Google accounts. Crucial feature allowed us to keep track of user's clubs and booklists. Implemented using **Google OAuth 2.0**.
 - Implemented the **BookList** feature of the web app, which allows users to create booklists, search for books, and add them to a booklist. Booklists can also be shared by adding collaborators to them. Developed using **Google Firestore** as the project database and **Bootstrap** for styling.
 - Enriched the UI of the website by redesigning the Navbar and Sidebar using **Material UI** and implementing the **Home Page**. Additionally, I also developed helpful modals to enhance the UI, allowing users to search for either books or users, and add/invite them to clubs or booklists.

Google EP Internship (Sunnyvale, Google Cloud Office)

Summer 2019

- Developing the Test Identity Provider (Idp)
 - Developed the Test Identity Provider's metadata using **OpenSAML 2.0**, an open-source library used for exchanging authentication and authorization data between parties.
 - Implemented the ability to **update the current Idp's credentials**, allowing admins to upload new public and private keys. The feature was developed using OpenSAML and Google's framework and injector tools.
 - Worked on **encrypting the SAML response** of the Idp using the Service Provider's public key through OpenSAML encryption tools.

Personal Projects:

Face Detection

https://github.com/MauroGuerrero20/Face-Detection

• A C++ program that utilizes **OpenCV** to detect human faces. The program uses OpenCV's default face data to train a Cascade Classifiers to detect faces accurately.

Particle Effect

https://github.com/MauroGuerrero20/Particle-Effect

• A C++ program that uses the **SDL 2.0** library to create a particle effect animation.

ChessWeb3D - WIP

https://github.com/MauroGuerrero20/ChessWeb3D

A web application that enables users to play online chess in room. Developed using Angular and BabylonJS.

Skills:

Programming Languages			Te	Technologies/APIs						Proficiency	
	Java	C++	JavaScript		SAML 2.0	Github	Git	SDL 2.0	BabylonJS		OOP
	Python	R	Verilog		OpenCV	React	Firebase	GCP	Angular		Web Dev (HTML, CSS)
Extracurricular Activities											

Extracurricular Activities:

Aggie Coding Club
Cybersecurity Club
Society of Hispanic Professional Engineers

Fall 2019 – Present Fall 2019 – Present

Fall 2017 - Present