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)
  - 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. The program first creates a swarm of pixels and moves them in a circular direction. It then adds a box blur to the swarm and changes the color of the pixels to create the unique particle effect.

Skills:

Programming Languages

Java	C++	JavaScript	Python	R	Verilog

Technologies/APIs

SAML 2.0	Github	Git	SDL 2.0
OpenCV	React	Firebase	GCP

Proficiency

OOP
Web Dev (HTML, CSS)

Extracurricular Activities:

Aggie Coding Club Fall 2019 – Present
Cybersecurity Club Fall 2019 – Present
Society of Hispanic Professional Engineers Fall 2017 – Present