TEXAS A&M UNIVERSITY

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 2020**	**GPA: 3.89**
Associate of Arts – El Paso Community College	Graduated – **June 2018**	**GPA: 3.81**

Work Experience:

Google STEP Intern (REMOTE) Summer 2020

- **Starter Project – Portfolio** (https://mauroguerrero.appspot.com)
  - Developed my own **portfolio website**, illustrating my education, work experience, and personal projects in a clear and concise webpage. Website's frontend was created 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 user to try to guess a country's location on Google Maps. This feature utilizes the **Google Maps API** and **Geocoding API** for its implementation.
- **Capstone Project – BookBook (**http://sopa-capstone-step-2020.appspot.com**)**
  - Created and design a web application with my pod mates called **BookBook**, that allows users to create and manage book clubs, search for books and store books they wish to read in a booklist.
  - Worked on 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**. Allowing us to connect our frontend and backend and to deploy them separately.
  - Developed the **Login** for BookBook, which allowed us to keep track of a user's info (Clubs, Booklists). Feature was implemented using **Google OAuth 2.0** from a npm package.
  - Implemented the booklist feature of the web app. Allowing users to create booklist and add books to them, in order to keep track of what books they wish to read. This feature was developed using **Google Firestore** as the project database and **React Bootstrap** (npm package).

Google EP Internship (Sunnyvale, Google Cloud Office) Summer 2019

- **Internal Project – 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 properly detect faces.

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 creates a swarm of pixels and moves them a circular direction. It then adds a box blur to the swarm and changes the color of the pixel using a trigonometry function to create the unique particle effect.

Skills:

Programing 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)

Extracurriculars Activities:

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