WEI MING GUO

weiming2124@gmail.com
718-902-9726

Computer Science graduate with a strong interest in web development and software design

EDUCATION

St. John's University, Queens, NY, **College of Professional Studies**   May 2019
Bachelor of Science in Computer Science
Minor of Science in Mathematics; **GPA: 3.59**
Accomplishments: Scholastic Excellence Scholarship, Dean's List

SKILLS

Language: Java, HTML, CSS, Unix OS, JavaScript, SQL

Databases Software/Programs: MySQL Server, MS Access, MS Word, MS Excel, MS Visual Studio, Git, Anaconda, HTML, CSS

Course Work: Data Structures, Unix Operating Systems, Logical Design, Computer Architecture, Theory of Programing Languages, Software Engineering, Software Design Methods, Database Management Systems, Data Security and Cryptography, Networks, Probability and Statistics, Calculus, Differential Equations, and Discrete Mathematics, Logic, Numerical Analysis

Spoken Languages: English, Chinese

EXPERIENCE

ValueMomentum, Chevy Chase, Maryland   August 2019 – Present
Quality Engineer – Junior
- Use Microsoft products, Azure DevOps, Visual Studio, Test Manager and company application lifecycle tools to perform daily tasks
- Perform functional regression testing in multiple environments of responsibility.
- Report bugs by analyzing automation generated failures using Splunk
- Submit daily status reports, monitor results, develop test documentation, diagnose and fix automation errors
- Work with testing and automation members at all stages to promote quality control

Code Advantage, New York Metropolitan Area   January 2019 – August 2019
Lead Instructor and Curriculum Developer
- Established education and safe setting for 7 to 12 young students in the New York City area
- Engaged in interactive coding activities where the students learned and mastered the fundamentals of programming such as Minecraft development in Java
- Reconstructed the company's popular curriculum by formatting pre-existing lesson plans and created intriguing activities

Queens Library, Queens, New York   October 2014 – August 2019
Library Assistant
Volunteer (345 Hours Summer 2012- October 2014)
- Engaged in interactive coding activities for middle school students to learn and master the fundamentals of Scratch and Lego Robotics EV3 software, a visual programming language
- Assisted library staff with varied tasks as directed by supervisor such as monitoring and maintaining machines, troubleshooting and provision of service to customers and updating system database

PROJECTS

DEVELOPMENT OF WEB-BASED PLATFORM   St. John's University Fall 2018
- Developed web-based platform using flask as the micro web framework and bootstrap for front-end development.
- Platform consist of management, administration, and delivery of the web-based programs.
- Platform allows the registration, management, and access of users (patients, and intervention managers) to the system, facilitate the administration of the web-based intervention to users, and monitor the intervention progress.

INTRODUCTION TO D3.js   St. John's University Fall 2018
- Developed a technology presentation on JavaScript library D3.js.
- Implemented HTML, CSS and JavaScript to created visual interactive data, such as pie charts, bar graphs and line charts.

RESTAURANT WEBSITE   Spring 2019
- Create a responsive restaurant website using html, CSS, bootstrap, jQuery, font awesome and google font
- Includes homepage, social media links, catalog gallery, menu items, about page, customer reviews, team info, contact information, google maps and order page