

Young Guo

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EDUCATION

UC BERKELEY

B.A. Computer Science

Expected May 2019 | Berkeley, CA

Tech. GPA: 3.80 / 4.0

Cum. GPA: 3.76 / 4.0

MONTA VISTA HIGH SCHOOL

Grad. June 2015 | Cupertino, CA

Cum. GPA: 3.96 / 4.0

SAT: 2390

COURSEWORK

UNDERGRADUATE

CS61A: Structure and Interpretation of Computer Programming

MATH54: Linear Algebra and Differential Equations

CS61B: Data Structures

CS70: Discrete Mathematics and Probability Theory

CS61C: Machine Structures

CS188: Artificial Intelligence

CS186: Database Systems

CS195: Social Implications of Computing

CS162: Operating Systems and Systems Programming

CS170*: Efficient Algorithms and Intractable Problems

CS168*: Introduction to the Internet: Architecture and Protocols

SKILLS

PROGRAMMING

Java • C • Python • SQL

HTML/CSS/JavaScript • Rails • Django

Docker • Kubernetes • Helm • Jenkins

L^AT_EX • Linux • Vim • Git

LINKS

Github: github.com/oldguo

LinkedIn: [linkedin.com/in/youngguo](https://www.linkedin.com/in/youngguo)

Portfolio: <https://oldguo.github.io>

EXPERIENCE

STRIPE | Software Engineer Intern

May 2018 – August 2018 | San Francisco, CA

- Incoming Summer 2018

WORKDAY | Software Development Engineer Intern

May 2017 – August 2017 | Pleasanton, CA

- Implement fully customized Jenkins Helm Chart on Kubernetes clusters
- Leverage Arquillian Cube for integration tests in Kubernetes environments
- Integrate Kubernetes/Docker pipelines into current bare metal based CI

CODEBASE | Project Developer

February 2017 – Present | Berkeley, CA

- Develop slack-based chatbot for Berkeley incubated startup, Crowdbotics
- Build out AWS infrastructure for Berkeley incubated startup, YiTuuX

WREVIEW | Software Engineering Intern

May 2016 – June 2016 | Sunnyvale, CA

- Work with scikit-learn and Iida machine learning libraries to conduct sentiment analysis within the E-Commerce sector
- Create data parser and formatter for review model training data
- Conduct research on various topic-modeling approaches

PROJECTS

SHIP. | An online matchmaking-driven dating application

CalHacks 3.0 – November 2016

- HTML/CSS/React.js/Node.js/Rails
- Implement unique matchmaking system and ship algorithms
- Integrate Facebook Graph API for account management

CRAFTNET | A social marketplace for artistic entrepreneurs

October 2014 – February 2015

- HTML/CSS/JavaScript/Django
- Implement user account, item listing, and shopping cart functionality
- Develop search/filtering algorithms, user follower system, and ratings/reviews integration

YOUNGGUO.COM | Personal Portfolio Website

June 2015 – Present

- HTML/CSS/JavaScript
- Implement Conway's Game of Life JavaScript simulation
- Consolidate references to all other personal software projects

AWARDS

2017	National	UC Berkeley Regents' and Chancellors Scholarship
2015	4 th – State	FBLA E-Business Programming
2014	1 st – State	FBLA Desktop Application Programming
2013	1 st – State	FBLA Computer Game and Simulation Programming