GUYUEZHOU

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EDUCATION AND SKILLS

University of California, San Diego - Computer Science GPA: 3.7 2014 - 2018

Full-Stack Web JavaScript (React, jQuery) ▪ HTML/CSS ▪ Java ▪ Hack/PHP ▪ C# ▪ Node ▪ C++/C

WORK EXPERIENCES

Facebook - Software Engineer/Software Engineer Intern July - August 2018/June - September 2017

- Updated Ads Manager internal specification debugging interfaces, using React.
- Developed new 404 page, with animations and fun facts about Facebook life events, launched to public. Built the back end data aggregation pipeline, front end UI and set up launch tests. Coded in Hack/PHP and Python.
- Developed an internal tool to streamline the i18n process for text animations, including internal and external facing UIs as well as back end integration with current text animation process, using Hack.

Google - Software Engineer Intern June - September 2016

- Developed an internal Java application to aggregate and process all commerce information through Google Play. The API is currently in use by multiple teams.
- Developed an internal web interface for querying, filtering and visualizing the commerce information, allowing for easy debugging access to billions of existing and future orders.

Applied Medical - Applications Programming Intern June - August 2015

- Developed application to automatically gather and store data from remote production machines, and a front end interface to visualize, filter and edit the data, using SQL Server, .NET MVC, JS/jQuery
- Completed over a month ahead of schedule.
- Developed Windows application to automatically parse, modify and clean up SQL queries in Excel PivotTables to connect to a new server and table layouts, using .NET and C#.
- Wrote the SQL parser from scratch since no open source library correctly parsed nested T-SQL queries.
- Successfully migrated all of the hundreds of company sales data reports.

UCSD Library- Library Assistant Janurary - July 2015

MAJOR PROJECTS

Micromouse Autonomous Maze-solving Robot - Embedded Systems October 2015 - May 2016

- Design, build and program a 3 inch radius maze solving robot as a small team of 5 students.
- Programming maze solver and control systems on embeded ARM microcontroller in C++ using Mbed.
- One of the very few teams with a complete and successful robot.

Dr. Eric - Game/Web Development - gamedevstudio.org 2015 - 2017

- Develop a mobile and web game as part of a student team, using Unity C#.
- Working on UI integration, web platform specific development and website.