

Eddie Guo

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Education

University of Alberta

Sep. 2020 – Present

Bachelor of Science, Engineering Physics Co-Op

GPA: 4.0/4.0

- Awarded over \$30,000 for my leadership, research, and academic work at the University of Alberta.
- Awarded a Dean's Research Award from the University of Alberta for exoskeleton research.

New College, University of Oxford

May 2021 – Aug. 2021

Study Abroad, Magnetic Resonance Imaging and Stem Cell Engineering

First Class Honours

University of Alberta

Sep. 2018 – Apr. 2020

Bachelor of Science Honours, Neuroscience

GPA: 4.0/4.0

- Awarded two grants for research on improving patient outcomes after peripheral nerve injury.
- Transferred to the Faculty of Engineering at the University of Alberta.

Experience

Telerobotic and Biorobotic Systems Group

Sep. 2021 – Present

Research Assistant

- Designing voice-controlled exoskeleton control systems in MATLAB Simulink to help patients rehabilitate after injury.
- Collaborating with engineers and neuroscientists to design safe and natural human-robot interactions.
- Designing human exoskeleton experiments and writing research manuscripts for publication.

University of Alberta

Sep. 2020 – Present

Teaching Assistant, Introduction to Tangible Computing I & II

- Providing personalized support to a class of 160+ honours computer science and computer engineering students.
- Supporting students with algorithms and data structures in Python and C++.

Zochodne Laboratory, University of Alberta

Oct. 2018 – Oct. 2020

Research Assistant

- Studied mouse models of peripheral nerve damage to improve patient outcomes after injury.
- Performed mouse sciatic nerve microsurgery, electroporation, immunohistochemistry, co-IP, and Western blot.

Publications

1. S. Becker, D. Clark, M. Gupta, S. Kannappan, B. Wong, E. Hernandez-Zavaleta, and **E. Guo**, "More than a Eureka Moment: Undergraduate Students' Reflective Understanding of Science Inquiry in a Citizen Science Project," *Alberta Science Education Journal*, 2021. (Accepted).
2. **E. Guo**, P. Torabi, D.E. Nielsen, and M. Pietrosanu, "Deep learning transcriptomic model for prediction of pan-drug chemotherapeutic sensitivity," *STEM Fellowship Journal*, 2021. (Accepted).
3. S. Becker, D. Clark, M. Gupta, S. Kannappan, B. Wong, **E. Guo**, and E. Hernandez-Zavaleta, "Deepening Undergraduate Student Understanding of Science Inquiry by Reflecting on the Creation and Enactment of a Citizen Science Project," presented at the Canadian Society for the Study of Education XLIX Annual Conference, Canada, May 30–June 3, 2021.

Skills

Programming

R, Python, C++, MATLAB, VHDL

Software

Simulink, FMRIB Software Library, Git, L^AT_EX, HTML, CSS, R Markdown, Microsoft Office

Electronics

Arduino, Raspberry Pi, Zybo Z7 FPGA, Oscilloscope, Digital Multimeter, Exo-H3

Selected Honours and Awards

- Peter Lougheed Scholarship** **Sep. 2021**
• Awarded to University of Alberta students who demonstrate leadership through involvement in university or community organizations, sports activities, or cultural activities and academic achievement. Valued at \$10,000.
- Louise McKinney Post-Secondary Scholarship** **Dec. 2019, Sep. 2020**
• Awarded on the basis of superior academic achievement (top 1.5-2% of faculty) to students at the University of Alberta who are also Alberta residents. Awarded for the 2018/19 and 2019/20 academic terms.
- Undergraduate Big Data Challenge Research Excellence Award** **Jul. 2020**
• Used unsupervised learning, feature selection, and neural networks to predict cancer response to chemotherapies.
- Alberta Innovates COVID-19 Hackathon Post-Secondary Student Award** **May 2020**
• Created an interactive app to model how COVID-19 spreads given age, poverty, income, and population density.
• Media coverage: [University of Alberta Folio article](#) and the [Genome Alberta podcast](#).
- Thirst 4 Knowledge Undergraduate Leadership Scholarship** **Sep. 2019**
• Awarded to University of Alberta students with superior academic achievement who demonstrate leadership through involvement in university or community organizations, sports activities, or cultural activities.

Volunteering

- Youreka Canada** **Feb. 2019 – Present**
Vice President, Department of Programs
• Leading researchers, medical students, and undergraduates to develop the Youreka national curriculum, which provides 15,000+ hours of research education for 200+ high school and undergraduate students across Canada.
• Authored an [interactive e-textbook on R programming and data science](#) used by 200+ students across Canada.
• Taught a ten-week science program to a cohort of 30 high school and undergraduate students.
- Engineering Physics Club at the University of Alberta** **Sep. 2021 – Present**
Second Year Representative
• Founder and head editor of the Atom magazine for Engineering Physics at the University of Alberta.
• Advocating for second year engineering physics at the University of Alberta.
- Canadian Blood Services** **Jun. 2018 – Jan. 2021**
NextGen Lifeline Committee Executive
• Coordinated and organized blood donation and stem cell events (e.g., patient campaigns) with staff and volunteers.
• Created a software management system for volunteer contracts and event data.

Personal Projects

- Interactive Statistics Applications** **May 2021 – Present**
• Created interactive applications using R Shiny for statistical concepts. View the [simple linear regression app](#).
• Developed the app as a study resource for my peers.
- Robotic Arm** **Sep. 2020 – Dec. 2020**
• Designed a robotic arm in Fusion 360 and 3D printed the arm. Programmed the arm with C++ on an Arduino.
- Electroencephalogram (EEG) Visualizer** **Apr. 2020 – May 2020**
• The application takes an EEG data stream over a local network and visualizes both the raw and transformed signals in a PyQt5 user interface. The program implements the radix-2 decimation-in-time fast Fourier transform algorithm.
- Driving Route Finder** **Apr. 2020 – May 2020**
• Developed a route finder where the user can indicate a start and endpoint anywhere in Edmonton using a joystick. A desktop C++ program computes the shortest possible route using the A* algorithm and displays it on an Adafruit 3.5" touchscreen display on an Arduino Mega2560.