# YANG GUO

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## EDUCATION
**Rutgers University New Brunswick**
*Masters in Technology, Information, and Management (Fall 2016 – Spring 2018)*
*Bachelors in Information Technology and Informatics (Fall 2013 – Spring 2017)*
    Specialization in Data Science, Curation, and Management
    Dual specializing in Game Production and Innovation
    Graduated Magna Cum Laude, Dean's List
Cumulative GPA: 3.9

## TECHNICAL SKILLS

LANGUAGES: Java, JavaScript, jQuery, Ajax, HTML, CSS, Bootstrap, PhP, Python, SQL, R

APPLICATIONS: Atom, Audacity, Eclipse, Microsoft Office, Photoshop, Sony Vegas, Unity

HARDWARE: Built, troubleshot, and fixed computers, also worked with Arduino boards.

## WORK EXPERIENCE/PROJECTS

*Intern at Tata Consultancy Services (TCS), Edison, NJ (Summer 2016)*

- Worked on subjects like IoT and chatbots in their innovation lab.
  - Experimented with Arduino boards programmed with C to create sensors that connect to the Internet.
- Learned and used api.ai to create chatbots that answer people's inquiries.
- Interacted with clients in order to ascertain their technological needs.

*TA at Rutgers University, New Brunswick, NJ (Fall 2017 - Spring 2018)*
- Taught students the fundamentals of web design and information technology.

*Stock Analysis Project (Spring 2018)*
- Used Python and R to predict stock prices in the future using 5-year historical data gathered from AlphaVantage (api).
- Conducted a sentiment analysis using New York Times api data as another predictor. Compiled findings into a comprehensive report/presentation.

*Associate at Infosys, New York, NY (August 2018 – Present)*
- Full-stack developer working with Python, Java, Spring, Hibernate, HTML, CSS, JavaScript, Bootstrap, Angular, and more to build applications.
- Communicated with clients in order to gauge what kind of tools their projects required.

**Some Classes Taken:** Object Oriented Programming, Information Technology, Competitive Intelligence, Information Visualization, Advanced Web Design, Human Computer Interaction (UI/UX), Database Technologies, Project Management, Knowledge Management, Digital Hardware, Game Design, Game Production, Data Analytics, Foundations of Data Science. Marketing and HR, Interface Design, Problem Solving with Data…