Nina Gu

US permanent resident | Indianapolis, IN 46202

Enthusiastic and passionate computer science graduate adapts to fast-paced environments. Possess strong analytical and self-learning skills. Effective in both collaborative team settings and self-directed work, with adaptability to diverse team environments and self-motivated learning abilities. Fluent in both Mandarin and English.

EDUCATION

University of California, San Diego   San Diego, CA
B. S. Computer Science   *Jun 2023*
Coursework: Data Structure and Algorithm, Database System, Artificial Intelligence, Deep Learning

Technical Skills

Programming languages: Java, Python, C/C++, C#, JavaScript, CSS, HTML5
Frameworks/libraries: React, Node.js, NumPy, pandas, BeautifulSoup, Junit, JQuery, REST API
Tools: Git, Visual Studio Code, Microsoft SQL Server

EXPERIENCE

Foxconn   Plainfield, IN
Software Support Engineer   *Nov 2023-Present*
- Collaborating with development operations team and production users to provide support throughout the software development lifecycle, ensuring smooth operation of critical programs
- Utilizing strong analytical skills to research error logs, data records, and stored procedures
- Contributing to deployment process and demonstrating proficiency in configuration management and version control systems

Maury Boyd & Associates, Inc.   Indianapolis, IN
Software Engineer   *Jul 2023-Oct 2023*
- Customized web scraping SEO tool to identify and target potential customers
- Extracted and analyzed 1000+ data using python, requests and BeautifulSoup
- Solely responsible for designing and implementing full project lifecycles

San Diego Chinese Historical Museum   San Diego, CA
CRM Data Maintenance   *Jun 2019 - Dec 2019*
- Provided technical support for the organization, including setup and maintenance of Outlook printers and copiers to ensure smooth account functionality
- Managed and maintained CRM data for non-profit using NeonCRM to optimize data accuracy and accessibility

PROJECTS

Element.AI Competition   Association for Computing Machinery AI
Backend Developer   *Feb 2023*
- Led team to implement video game Snake, ranking 5th among 60
- Designed strategies and algorithms to ensure consistent victories for player-controlled bot
- Engineered Artificial Intelligence using Python to optimize bot performance

ConnectMe   Computer Science and Engineering Society
Backend Developer   *Sep 2021 - Dec 2021*
- Specialized social media with no log-in requirement
- Collaborated on backend and database setup using Python, Flask, and Docker
- Achieved first place among six teams