

YILIN(ELAINE) GUO

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EDUCATION

University of Michigan

Apr 2017

B.S.E. in Computer Science Engineering

Courses taken/taking: data structures and algorithms, database, operating systems, machine learning, mobile app development

Shanghai Jiao Tong University, China

Aug 2017

B.S.E. in Electrical and Computer Engineering

WORK EXPERIENCE

Software Development Engineer

Sep 2017

Amazon.com

Seattle

- Member of Elastic Block Store (EBS) team providing block level storage for EC2 instances

Technical Intern

Aug 2016

Logic Solutions, Inc.

Ann Arbor

- Built an iOS app that allows users to browse movies and shows currently airing on their television provider
- Created a trivia game that lets users play while watching, with a badge-rewarding system
- Implemented reminder function to alert users when their favorite shows are about to air

PROJECTS

Mobile Sakai Android App

May 2014

- Designed for students to browse resources, query assignments, and exam grades
- Requested the Sakai 10 API for due time, appointment time, etc.
- Implemented reminder function to alert due time

Cross-4 Chess Game

Sept 2015

- Let two players play by turns in separate windows until one player wins by getting four pieces consecutively in a row
- Socket programming with one server and two clients
- GUI implemented with Java *swing*

TECHNICAL STRENGTHS

Fields of Interest

iOS development, Android development, back-end development

Computer Languages

C++(proficient), Java(proficient), Objective-C(proficient),
C(prior experience), Python(prior experience)

Other Languages

SQL, HTML, CSS

Tools

Git, Vim, GDB, Valgrind