YILIN(ELAINE) GUO

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EDUCATION

University of Michigan

Expected Apr 2017

B.S.E. in Computer Science Engineering

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

Honors: Dean's list, 2015 - 2016 academic year

Shanghai Jiao Tong University, China

Expected Aug, 2017

B.S.E. in Electrical and Computer Engineering Honors: Dean's list, 2013 - 2014 academic year

WORK EXPERIENCE

Technical Intern

Logic Solutions, Inc.

Aug 2016

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

RESEARCH EXPERIENCE

Crossword Solving System

May 2016

University of Michigan, with Prof. Dragomir Radev

Ann Arbor

- · Wrote a classification component with *sklearn*: vectorized the clues in terms of vocabulary in the database; trained the clue-answer pairs with different models including nearest neighbors, convolutional neural networks, etc.
- · Used python 2 to generate better output form (sorted by weighted score) from predicted answers by all the crossword solving components including lucene-cwg, lucene-otsys, etc.

TECHNICAL STRENGTHS

Computer Languages C++(proficient), Java(proficient), Objective-C(proficient),

C(prior experience), Python(prior experience)

Other Languages

SQL, html, css

Tools git, gdb, valgrind, vim