Nianmin (Mickey) Guo

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EDUCATION

Bachelor of Science in Computer Science/Cognitive Psychology

Sep 2014 - May 2019

Khoury College of Computer Sciences, Northeastern University, Boston, MA

GPA: 3.45

Honors and Awards:

Dean's List Fall 2014 and Spring 2017, Dean Scholarship by College of Science

Activities:

President of Japanese Culture Club

Sep 2017 - Nov 2018

Relevant Coursework:

Natural Language Processing, Networks and Distributed Systems, Human Computer Interaction, Software Development, Blockchain (Online), Object-Oriented Developing, Algorithms, Theory of Computation, Artificial Intelligence, Laboratory in Cognition, Seminar in Psycholinguistics

EXPERIENCE

Data Analyst / Internal Tools Developer

Jul 2018 - Dec 2018, Aug 2019 - Now

Massachusetts Bay Transportation Authority, Procurement and Logistics

Boston, MA

O/MBTA-Procurement-Analysts

- Developed internal tools using **Angular**, **Node** with **mongodb** that improve productivity of purchasers by gathering and visualizing Purchase Order / Requisition information
- Automated data gathering and report generation using a Python/Selenium bash mongodb pipeline
- · Administered local development server with **bash** and **python** scripts
- Utilized R to analyze 50k+ purchase order data and purchaser performances with archiving data to mongodb for future analysis
- Helped the group migrating internal codebase to intranet server by collaboratively determine project structure and teaching team members Linux command line fundamentals
- Optimized existing **R** codebase for daily reports and created interactive version using **plot.ly**
- · Lead a small development team and coordinated with executives and end users for project improvements

Research Assistant

Jul - Dec 2017

Boston University, Center for Anxiety and Related Disorders

Boston, MA

- Maintained patients' demographic and cognitive test data (900+ participants, 200+ variables) using Excel, SPSS and Matlab
- Optimized workflow by writing Excel VBA Scripts / Java programs for repetitive tasks, saving 2+ hours weekly

PROJECTS

Jeopardy! - Mobile Game & Python Web Crawler

- Implemented MVC in **React Native** to build Jeopardy-style game with single player mode (against archived historical contestants) and real-time multiplayer modes using **Websockets** with **Firebase** as backend
- Utilized **Firebase** Realtime Database and Cloud Functions through both **javascript** and **python** to store and process user information, ongoing multiplayer sessions, and question data
- Deployed **heroku** dyno in **python** for scheduled question-crawler updates
- · Collaborated in a small team and made architectural decisions such as database format and game logic

Transcriptoken – Ethereum Blockchain Token for Student Transcripts

- Implemented an ERC721 contract in Solidity that stores non-fungible student transcripts on the Ethereum Blockchain
- Utilized Openzepplin Framework with Truffle Suite for smart contract development
- Created a web-based front end with **web3.js** for students and institutions to request, create, view, and transfer the transcript token

News Headline-based Foreign Exchange Rate Prediction

- Used **Pandas**, **numpy** and **nltk** to perform preprocessing on currency exchange archive and news headline data files
- Implemented **attention-based LSTM models** using **keras**, predicting exchange rate variations based on news articles, to achieve 60% accuracy
- Deployed preprocessing and model on Azure VM to speed up training

Divvy - Collaborative Bill Splitting App

- Implemented an **React** mobile web app that helped large parties splitting a bill collaboratively by uploading photo of receipt and select consumed individual items.
- Designed user interface using best human-computer interaction practices in a small development team