

Ben Guo

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EDUCATION

University of California, Los Angeles

September 2021 - June 2025

Bachelor of Science in Computer Science

Los Angeles, CA

- **Relevant Coursework:** Programming with C++, Data Structures & Algorithms, Software Construction & Development, Machine Language and Computer Organization, Statistics, Multivariable Calculus, Linear Algebra, and Differential Equations

WORK EXPERIENCE

Software Engineering Intern

July 2022 - September 2022

Yami

Brea, CA

- Collected race & ethnicity demographics from US cities and colleges by **web scraping** with **Python**
- Stored, organized, and sorted the collected data into a **database** using **MySQL**
- Built an internal **full-stack web application** that allowed users to access the data through a **REST API** using **Angular - CSS, HTML, TypeScript**, and **Spring - Spring Boot, Spring Security, Java**.
- Optimized the application by implementing **Redis** as a **CacheDB**

Commodity Trading Advisor and Analyst

August 2022 - Present

Audaque Data Technology

Los Angeles, California

- Analyzing daily trade graphs and models with **Python** and **C++** to collect necessary information for clients
- Predicting values of futures based on metrics like trade volume as well as opening & closing prices

PROJECTS

Machine Learning & Neural Networks | *MatLab, Python, Git*

August 2019 - May 2020

- Developed and trained neural networks to differentiate between pictures of roses and camellias, as well as different shapes of strawberries
- Researched **edge-betweenness centrality** and **k-means clustering** and presented findings to Caltech professors
- Researched and implemented **semi-crowdsourced clustering** into the neural network model
- Visualized findings on strawberry neural network using **MatLab**

Super Peach Sisters | *C++*

September 2021 - June 2022

- Created a Super Mario Brothers spinoff that bears similarity to Donkey Kong in gameplay
- Finished and deployed 3 levels of varying difficulty, implementing local graphics rendering
- Realized in-game mechanics such as hit-detection, power ups (mushroom, fireball, invincibility), 4-directional movement, as well as a scoreboard

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (MySQL), JavaScript/TypeScript, HTML/CSS, R

Frameworks & Tools: React, Angular, Node.js, Spring, Bootstrap, MaterialUI, Tailwind CSS, Git, AWS

Developer IDEs: Visual Studio Code, PyCharm, IntelliJ, Eclipse, MatLab, RStudio, Xcode

ADDITIONAL INFORMATION

Communication: English(Native), Mandarin Chinese(Native), Spanish(Intermediate)

Interests: Software Development, Game Development, Virtual Reality, Artificial Intelligence, Robotics

Awards: USA Computing Olympiad Silver, AP Scholar with Distinction, graduation with CSF Honors