# Christina Guo

christinamguo [AT] gmail.com

#### **EDUCATION**

### University of California, Berkeley

Expected May 2014

## B.S. Electrical Engineering & Computer Science

Computer Science GPA: 4.00/4.00, Overall GPA: 3.59/4.00

Honors: Eta Kappa Nu (EECS Honor Society)

## **EXPERIENCE**

#### Software Development Intern

May 2012 – August 2012

Symantec

- Designed and implemented session-based UI state persistence across the Data Loss Prevention product
- Developed the user interface for new features using JavaScript/JQuery, Spring MVC, FreeMarker, CSS
- Fixed interface issues and reformatted code to work correctly with internationalization rendering

## Research Assistant

September 2011 – May 2012

Berkeley Institute of Design, UC Berkeley

- Adapted and implemented matrix and graph algorithms to create a metaphor recommendation system
- Improved the usability of a metaphor exploration web application by adding a SQLite persistence layer
- Proposed idea to allow user collaboration on the web app and used Django's MVC design pattern to implement a project sharing feature

#### **Software Engineering Intern**

May 2011 – June 2011

Fits Inc.

- Wrote Python scripts for a feature that pulled job listings from a MySQL database and used the Twitter/Facebook/LinkedIn APIs to post job openings on companies' social media accounts
- Implemented a one-click apply for job feature by importing a LinkedIn profile using LinkedIn's PHP API
- Created over 10 job listing page templates that employers could choose from

## **SKILLS**

Languages: Java, Python, JavaScript/JQuery,

HTML, CSS, PHP

Frameworks: Ruby on Rails, Django, Spring MVC

**Databases:** MySQL, SQLite **Testing:** JUnit, Selenium

Revision Control: Git, Perforce, SVN

#### **PROJECTS**

- Implemented search and game tree algorithms to create various Pacman agents
- Used Hadoop to implement a graph search algorithm for analyzing social media data

## **RELEVANT COURSES**

- Data Structures
- Discrete Math and Probability
- Computer Architecture/Machine Structures
- Structure/Interpretation of Computer Programs
- Software Engineering

- Artificial Intelligence
- Communication Networks
- Efficient Algorithms and Intractable Problems (In Progress)
- Operating Systems (In Progress)