

Gregory Guterma

Software Developer

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EXPERIENCE

Exploratorium, San Francisco — *Computer Scientist in Residence*

Dec. 2015 - Present

- Developing ocean plankton visualization for multi-touch table in **C#**, which is current on the museum floor.
- Working with senior researchers for nearly 100,000 monthly visitors of all ages.

VIDI Labs, UC Davis — *Junior Specialist*

Jun. 2014 - Dec. 2015

- Implemented an interactive phylogenetic tree with 51 species in **Java**.
- Performed a user study on 60 users with **data mining** and **hypothesis testing** in **R**.
- Coauthored and submitted a research paper to IEEE VIS 2016.

eBay Inc., San Jose — *Junior Software Engineer, Engineering Systems Division*

Jun. 2011 - Aug. 2011

- Increased **JUnit testing** coverage by 45%. Made front-end tests with **Javascript** and **Selenium**.
- Created internally used **browser extensions** for Chrome, Firefox and Safari.
- Wrote article for the CTO newsletter showcasing all the interns' projects.

EDUCATION

University of California, Davis — *Bachelor of Science in Computer Science*

GPA: 3.33

Sept. 2013- Jun. 2015

Selected coursework: software engineering, machine learning, databases, interface design, and algorithms.

City College of San Francisco — *IGETC Certificate*

Aug. 2011 - May 2013

PROJECTS

TekBubble — *Lead Software Engineer*

www.TekBubble.com

- Wrote the bulk of the **Unity/C#** code for the **Android** game.
- Used **OOP** best practices to facilitate content creation.
- Won a UC Davis Startup Center microgrant. Co-wrote business plan document.
- Performed code reviews and merges for the team with **Git**. Merging Unity assets in git is difficult.
- Integrated in-app **analytics** to track key metrics.

See more of my projects on www.gregoryguterma.com