

Jerry Guo

☎ 705-309-9695 | ✉ jerryguo@gmail.com | 📱 jerryguo | 🌐 jerry-guo

Skills

Languages Python · C++ · C · C# · Java · JavaScript · PHP · Rust · Bash
Dev Tools Git · Linux · Docker · React · Django · MySQL · Airflow · AWS

Experience

Amazon

Remote

Software Development Engineering Intern (Java)

May 2021 - Aug 2021

- Working on the **Driver Learning & Guidance team** within the **Operations Technology organization** redesigning how **string localization** is handled on the driver guidance platform
- Building a string translation microservice capable of handling over **500K** requests per day across the North America, Europe, and Asia regions (with **DynamoDB**, **S3**, and **Lambda**)

Zynga

Toronto, Canada

Software Engineering Intern (Python)

Jan 2020 - April 2020

- Worked on the **Machine Learning Engineering team**, managing Zynga's high-volume **data service** used for analytics and surfacing data to games
- Rearchitected **Spark** cluster scheduler to self-balance & self-scale, increasing job throughputs by **20%**
- Upgraded data store's ingestion pipelines to improve scalability and modularity
- Streamlined **Airflow** ETL pipelines, allowing teams to schedule data ingestions up to **3x faster**

Rippling

San Francisco, USA

Software Engineering Intern (Python, JavaScript)

May 2019 - Aug 2019

- Worked on the **On-boarding Engineering team**, building core features on Rippling's HR platform
- Led and shipped an end-to-end E-Verify web app to verify US employment eligibility used by over **90%** of Rippling customers (built with **React**, **Django**, and **MongoDB**)
- Coordinated directly with stakeholders and customers to update and improve on-boarding systems

Element AI

Montreal, Canada

Software Engineering Intern (Python, C++, JavaScript)

Sep 2018 - Dec 2018

- Worked on the **Optical Character Recognition (OCR) team**, building internal tools + scripts, computer vision APIs, and machine learning infrastructure
- Designed a **Flask** API to control a flying drone using sensory inputs from programmable AR goggles
- Generated **1M+** synthetic random receipts used for **OCR training** and testing

University of Waterloo

Waterloo, Canada

Software Developer Intern (Python, JavaScript)

Sep 2017 - Aug 2017

- Worked with university's school of business, building data infrastructure and **NLP pipelines**

Projects

Automated Sports Camera System

Python, C++, OpenCV, TensorFlow, CUDA, TensorRT, NVIDIA Jetson Nano

- Worked with a team of six, building a camera system to detect and track events in sports games
- Built image processing + computer vision tools using **TensorFlow** and **OpenCV**
- Leveraged dedicated GPU using **CUDA** and **TensorRT** when running detection model on video feeds
- Organized stand-ups + meetings to coordinate progress between hardware, back-end, and cloud teams

University of Waterloo

GPA 3.48 (83%)

Bachelor of Applied Science, Computer Engineering

Sep 2016 - Apr 2022