Jerry Guo

705-309-9695 | jerrguo@gmail.com | jerrguo | jerry-guo

Skills

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

Experience

Amazon
Software Development Engineering Intern

Remote
May 2021 - Sep 2021

- Incoming Software Development Engineer at Amazon

Zynga
Software Engineering Intern (Python, Airflow, Spark)

Toronto, Canada
Jan 2020 - April 2020

- Worked on the machine learning team, managing Zynga's high-volume data service used for analytics and surfacing data to games
- Rearchitected cluster scheduler to self-balance and self-scale, increasing job throughputs by 15%
- Upgraded data store's ingestion pipelines to improve scalability and modularity
- Streamlined Airflow pipelines, allowing teams to schedule data ingestions up to 3x faster

Rippling
Software Engineering Intern (Python, JavaScript)

San Francisco, USA
May 2019 - Aug 2019

- Worked on the on-boarding team, building user-facing core features on Rippling's main product
- Led and shipped an end-to-end E-Verify web platform to automatically determine US employment eligibility used by over 90% of Rippling customers
- Coordinated directly with stakeholders and customers to update and improve on-boarding system

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

Montreal, Canada
Sep 2018 - Dec 2018

- Worked on the 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 character localization + recognition model training

Bank of Montreal
Security Analyst Intern (Python, VBA)

Toronto, Canada
Jan 2018 - Apr 2018

- Worked with analysts, building tools for managing metrics used for vulnerability and risk assessments

University of Waterloo
Software Developer Intern (Python, JavaScript)

Waterloo, Canada
May 2017 - Aug 2017

- Worked with university's school of business, building data infrastructure and NLP pipelines
- Mined thousands of email + text conversation datasets to train customer service chat-bot

Projects

Automated Sports Camera System
Python, C++, OpenCV, TensorFlow, NVIDIA Jetson Nano

- Worked with a team of six, building a camera system to detect and track events in sports games
- Built development infrastructure and image processing/computer vision tools as part of back-end team
- Organized stand-ups + meetings to coordinate progress between hardware, back-end, and cloud teams

University of Waterloo
Bachelor of Applied Science, Computer Engineering

GPA 3.45
Sep 2016 - Apr 2022