

# Jerry Guo

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## Skills

**Languages** Python · C++ · C · C# · Java · JavaScript · Bash

**Dev Tools** Git · AWS · React · Django · MySQL · Airflow · Spark · Docker · Linux

## Experience

### Amazon

Remote

Software Development Engineering Intern

May 2021 - Aug 2021

- Incoming Software Development Engineering intern working on the **Driver Learning & Guidance team** within the **Operations Technology/Logistics organization**
- Will be redesigning how string localization is handled on the driver guidance platform

### 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)

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, 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 3.45

Bachelor of Applied Science, Computer Engineering

Sep 2016 - Apr 2022