

# Kim Guo

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## SKILLS

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**Languages:** Java, Python, C, C++, R, Excel, SQL

**Web/Frameworks:** HTML5, CSS3, JavaScript, TypeScript, React, NPM, Flask

**Design Tools:** Figma, Canva, MockFlow, Adobe Illustrator, Blender

## PROJECTS

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**Airate** | *HTML, CSS, PHP, JavaScript, SQL, Google Maps API, Figma*

- Collaborated in a team of 4 to create a **community-focused air quality tracking mobile web application**, features including account creation, a weekly leaderboard system, location tracking, and regional air quality and personal notes history.
- Designed and prototyped **5 pages** of the web app's UI/UX using Figma, creating a moodboard, low-fidelity wireframes, and a high-fidelity prototype with a **user-friendly and modern UI**.
- Programmed the designed pages using HTML, CSS, and JavaScript. Collaborated with team to integrate the front-end with the back-end database through PHP and MySQL.

**fliprem!** | *HTML, CSS, JavaScript*

- Designed and developed an educational, math-based matching card game web application with an **accessible, modern UI**.
- Programmed features such as card flipping CSS animations, pause and stop buttons, an in-game timer, a post-game screen with statistics and a replay button, and randomized selection and placement of the cards on the game screen.

**Noted** | *MockFlow, Figma*

- Designed an **AI-powered learning companion app** concept, including a calendar, task management, a stopwatch/timer function, and AI-powered practice sets and study insights features.
- Conducted **user research**, created user flows and website structure, and designed the **low-fidelity wireframes** and the **high-fidelity prototype** using Figma and MockFlow.

## COMMUNITY

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**Hack the 6ix Organizing Team**

November 2023 – Present

*Design Executive*

- Created **moodboards** and **low/mid-fidelity sketches** for the Hack the 6ix 2024 overall theme and design assets.
- Responsible for designing swag, design and website assets, as well as the hackathon website design process, including user research, creating user flows, wireframing, and prototyping.

**UW CS Club Organizing Committee**

August 2023 – Present

*Designer, Community Representative Lead*

- Organizing committee member and executive of Waterloo's CS club, which has **600+ members** each term and an online Discord community of **4000+ members**.
- Designed and produced several **graphic assets** to be posted on Instagram, Discord, LinkedIn, etc. for marketing purposes.
- Organized club swag logistics, from initial design to management of design asset creation and marketing.
- Analyzed survey response data, drafted, and edited content for the UWaterloo CS Class Profile website.

**Bayview FBLA**

June 2020 – June 2023

*President*

- Managed a business club of **70+ members**, leading teams of 9+ club executives and 15+ trainers. Organized both online and in-person club structures. Led trainer and member recruitment processes for **3+ years**.
- Managed club logistics, organized regular club-wide events; designed marketing PowerPoints and social media posts.

## EXPERIENCE

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**Ontario Medical Imaging**

July 2022 – August 2023

*Receptionist*

- Managed patients' medical imaging appointments and records using **Radiant RIS** and **Alembico EMR**, through telephone and in-person. Communicated with patients regarding appointments and inquiries in fluent English and Mandarin.
- Carried out examination preparation for x-ray, ultrasound, and mammography patients, including collecting and recording medical history, dressing them in examination gowns, and submitting completed scans to radiologists.

## EDUCATION

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**University of Waterloo**

September 2023 – April 2028

*Honours Bachelor of Computer Science, Co-op* | **GPA: 3.9/4, CAV: 88%**

- Coursework in algorithm design and analysis, imperative, functional, and object-oriented programming, data structures, script automation, developing tests, statistical techniques, and data analysis and visualization.