

Gabriel Guo

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EDUCATION

University of Washington, Seattle

Expected: June 2025

B.S. Computer Science (Data Science Option)

Current GPA: 3.61

- Director of Outreach of Lavin Entrepreneurship Program
- Student in 2022-2023 Creative Destruction Lab
- Dean's List (5x)
- **Relevant Coursework:** Data Structures and Parallelism, Machine Learning, Databases, Software Design and Implementation, Systems Programming, Computer Security

Camas High School (Salutatorian)

2017 - 2021

- FIRST Robotics: 2020 Dean's List Semi-Finalist; 2019 World Championship Division Semi-Finalist

SKILLS

Languages/Frameworks: Python, Java, PyTorch, C, C++, Numpy, React, Kotlin, TypeScript, NodeJS, SQL

EXPERIENCE

Software Engineer Intern - Productive Edge

Jun 2023 - Present

- Collaborating with a team of five interns on a generative AI project for healthcare initiatives

CSE 12x TA - University of Washington Seattle

Jan 2023 - Present

- Teach two weekly classes of 20+ students design and implementation of data structures and object-oriented programming
- Develop teaching plan, grade assignments and exams, and host office hours

Software Engineer Intern - ThinkTime

Jul - Aug 2022

- Researched, transformed, and managed ThinkTime RESTful API documentation in Swagger

MIT PiPACT Covid-19 Contact Tracing Independent Research

Jun - Jul 2020

- Built Raspberry Pi Bluetooth signal collection platform to research feasibility of COVID-19 contact tracing
- Wrote [research paper](#) on how the human body affects RSSI (Received Signal Strength Indicator)

Portland State University Virtual Reality (VR) Internship

Jun - Aug 2020

- Evaluated and improved fundamental VR course materials on Unity for Dr. Ehsan Aryafar
- Created an interactive [VR game](#) in Unity where users shoot at targets

PROJECTS

CIFAR-10 Image Classification

May 2023

- Developed and implemented a machine learning model for CIFAR-10 image classification, achieving a test set accuracy of over 65%
- Utilized convolutional neural networks (CNNs) and hyperparameter tuning to enhance model accuracy and performance

Get To Class Faster - University of Washington Campus

Feb - Mar 2022

- Built a full-stack web application that allows students to find the shortest walking path between two buildings on campus using React, TypeScript, HTML, CSS
- Implemented graph data structure and Dijkstra's algorithm in Spark Java Framework

ACTIVITIES

UW 2023 Startup Studio Competition - Director

Jan 2023 - May 2023

- Led UW's largest student-run startup competition involving 50 undergrads, seven speakers, and five sponsors
- Managed a marketing team of six, recruited six judges and speakers, and ran the logistics of the competition