Guanchen Wu

+1 949-394-0026 / guanchew@uci.edu 169 Rockview, Irvine, CA 92612

🎓 EDUCATION

University of California, Irvine (UCI) — Irvine, CA
B.Sc. in Computer Science — *Sep 2019 – Jun 2023*
- **GPA** 3.64/4.0 / **GRE** 324 (V 154 Q 170) / **Dean's List** Awarded 6 Quarters
- **Coursera** Stanford University: Machine Learning Specialization, JHU: HTML, CSS & JavaScript for Web Developers
- **Udemy** The complete Python Pro Bootcamp, Mathematical Foundations of Machine Learning
- **Core Course** AI & HCI, Software Engineering, Data Structure & Algorithm, Computer Operating System

✎ PUBLICATION

Guanchen Wu. *The Long-term Impact of the COVID-19 Pandemic on China's Movie Industry*.
3rd International Conference on Economic Management & Big Data Applications (ICEMBDA2022).

⚙ SKILLS

Programming Languages Python / C/C++ / SQL / HTML/CSS
Frameworks & Libraries Pandas / NumPy / Matplotlib / Flask / Angular

👥 EXPERIENCE

Google LLC / *UI/UX Designer* — Summer 2022
- Independently finished a Github page by learning front-end programming tools, e.g., HTML, CSS & Typescript.
- Learnt the structure of the end-to-end web application: front-end server implements by Angular and back-end server implement by Dropwizard framework and RESTful end-point.

Webpage for Poverty Students / *Web Designer* — Summer 2022
- Used WordPress to develop a website that allows students from low-income communities to learn financial literacy by articles/videos and help them to pursue a job.
- Cooperated with the sponsor to determine the website needs; built persona, scenarios, functional requirements, UML diagrams, and prototype using Figma.

⊞ RESEARCH

Individual Design - Spotify Brower in Angular — Winter 2022
Student Researcher — *Irvine, CA*
- Utilized Angular to get data from an API and construct a front-end user interface that talks to a Node.js Express back-end server to browse Spotify's music.

Online Research - Data Processing & Statistical Analysis — Summer 2022
*Student Researcher, Mentored by **Prof. Lizhong Zheng** at MIT* — *Irvine, CA*
- Developed the basic concepts in statistics and understand through practice how mathematical tools can be applied in data processing tasks.
- Learned the elements of the algorithms in data embedding and Markov Chain Monte Carl.

Curriculum Design - Search Engine — Jan 2022 – Mar 2022
Student Researcher — *Irvine, CA*
- Used python to build a search engine user interface which allows the user to input the key word and return all URL that is relate to the key word.

Individual Design - C programming virtual memory simulator — Jan 2022 – Mar 2022
Student Researcher — *Irvine, CA*
- Developed a virtual memory simulator, which accepted two different algorithms (FIFO and LRU) so that user commands to read/write a virtual address space.

Individual project - Python programming AI − Minesweeper AI Agent — Apr 2022 – May 2022
Student Researcher — *Irvine, CA*
- Conducted a Minesweeper AI agent which could play and solve the Minesweeper game in three different levels (easy, median, hard) by Python.
- Generated multiple Minesweeper game environment (hundreds of different sizes of the game board), the agent can find the optimal move to win the game based on the current game board status.