Guan Ying Goh

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EDUCATION

CUNY Hunter College, New York

Bachelor of Arts in Computer Science | Minor in Mathematics

- Dean List: Cumulative GPA 3.566
- Courses: Software Design and Analysis III, Big Data Technology, Data Structure, Discrete Structure, Operating Systems, Data Base Management, Computer Theory, Computer Architecture, Accounting

EXPERIENCE

Google | Google Software Engineer Program (G-SWEP) Participant

Mar 2024 – Jun 2024

Expected: May 2026

- Selected as one of 80 participant for a competitive 10-week technical mentoring program at Google, engaging in over 10 workshops to enhance coding efficiency, problem-solving, and interview skills.
- Refined critical software solutions duing collaborating coding spirits, deonstating readiness for high-impact in the tech industry

DNR Events LLC | Software Engineering Intern

Feb 2024 – Apr 2024

- Designed and implemented key shop features for the mobile application and its API using .Net Maui, enhancing system functionality and contributing to the frontend's development.
- Led a team of three software developers interns, focusing on optimizing the system which led to improvements in software quality.
- Parsed data from files to display product information within the app, ensuring up-to-date content for users and integration with the company's backend systems.

PROJECTS

Driver Fuel Consumption Analysis | Personal Project | Github

Jan 2025

- Objective: Analyze driver fuel consumption data to detect inefficiencies and fraudulent claims.
- Skills Applied: Z-score anomaly detection, Python for data processing, Excel for calculations, and Tableau.
- Achievement: Built an automated system for anomaly detection and created visual reports for non-technical stakeholders.

FoodLink | HackCUNY Hackathon | DevPost | Github

Feb 2024

- **Objective**: Develop a web platform to improve access to food banks and reduce food waste.
- **Skills Applied**: Next.js for development, API integration for real-time food bank data, Figma for UI/UX wireframing.
- Achievement: Successfully launched a prototype that enhanced food accessibility and user experience.

Backend Tavern Management System: Game Developmenet Coursework | Github

Dec 2023

- Objective: Simulate a tavern where players manage characters, engage in combat, and interact with NPCs.
- Skills Applied: Backend programming, game mechanics design, object-oriented programming.
- Achievement: Implemented core gameplay mechanics and developed a functional backend for character management.

Girls Who Code X WiCS Hackathon | Github

Dec 2022

- Objective: Create an interactive website addressing gender stereotypes and their impact on career barriers.
- Skills Applied: HTML, CSS, JavaScript, leadership in a hackathon setting.
- Achievement: Led a team of four to win first place by delivering a compelling and interactive web solution.

EXTRACURRICULAR ACTIVITIES

Girls Who Code Club | Treasurer

New York | Jan 2023 - Present

- Managed club finances, including tracking income and expenses, budgeting, and preparing financial reports.
- Requested funding for club events and initiatives, ensuring adequate resources for activities and operations.
- Successfully initiated and managed a Discord group with over 100 members to facilitate effective communication and collaboration among Girls Who Code members.

Chinese Student Association Club, Hunter College | Public Relations

New York | Aug 2022 – Dec 2023

- Secured sponsorship and successfully coordinated an 80-inperson event.
- Managed the club's social media platform to promote club events and enhance community engagement.

TECHNICAL SKILLS & AWARDS

Software Engineering: C++, Python, HTML, CSS, Javascript, .Net Maui(Framework)

Data Analysis: PostgreSQL, Tableau, Python(Pandas, NumPy, Matplotlib)

Certifications: Foundations of Data Science, Intro to Web Development, Responsive Web Design

Awards: First-place winner of WiCS & Girls Who Code Hackathon