Zheng (Eve) Guo

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Summary

Work experienced, recently graduated student of Computer Science with strong background in programming, collaborative team projects, and mobile software testing seeking software development positions.

Education

Bachelor of Science, Computer Science

College of Science, Illinois Institute of Technology, Chicago IL.

- Coursework in: *Computer Architecture, Data Structures & Algorithms, Mobile App Development.*
- Involvement: *TEDxIIT (Webmaster Committee Chair), Association of Computing Machinery (Member)*
- Graduated *cum laude,* May 2019 GPA: 3.56

Experience

Software Quality Engineer Intern January 2018 - May 2018

Motorola Mobility, Chicago IL.

- Learned real world software dev life-cycle testing procedures in a full-time co-op program.
- Tested Motorola Android phone functions with Sanity, Regression, SWAT, and KPI tests.
- Authored detailed test reports to Motorola's development teams.
- Tools: Jenkins, Jira, Dalek, Kaiju

Tutor / Supplemental Instructor (Computer Science) January 2017 - October 2018

Academic Resource Center (Illinois Institute of Technology), Chicago IL.

- Assisted students with computer science coursework at the Illinois Tech tutoring center.
- Learned valuable software troubleshooting and bug-fixing experience while offering development assistance to other students, also learning valuable communication skills.

Projects

Math 24 Puzzle Solver (Go, JavaScript, HTML, CSS) April 2019

- A personal full-stack web project hosted on my home Linux server which generates solutions for the "Math 24" puzzle game.
- Learned basics of networking, Linux administration, and how a website transfers data.

NQueens (Python; "Artificial Intelligence") Fall 2018

- A Python project created to solve the NQueens mathematical puzzle, which allocates *N* chess queens on a grid while preventing them from threatening each other.
- Learned applications of least-constraint-values and arc consistency algorithms in practice.

XV6 (C; "Operating Systems") Fall 2018

- Utilized theory of concurrency, queuing, and filesystems by modifying and optimizing an open-source operating system's code.

LC-3 (Assembly; "Computer Organization & Assembly Language Programming") Spring 2017

- Little Computer version 3 (LC-3), learned very low-level computer code by building a "little computer" calculator written with Assembly.

Skills

Python, **SQL**, HTML, CSS, JavaScript, Java (Android Development)

Software QA Testing, Basic Linux Administration, Git, Haskell