

# Jia (Joshua) Guo

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## EDUCATION

**Cornell University** – B.S. in College of Engineering **08/2020 – 05/2024**

- Computer Science Major / Game Design Minor
- Relevant Courses: OOP and Data Structures, Discrete Structures, Linear Algebra, Functional Programming, Embedded Systems, Operating Systems, Computer Graphics, Introduction to iOS Development, Game Design, Algorithms

## EXPERIENCE

**Cornell Phonetics Lab** – Ithaca, NY **08/2023 – Present**

*Software Engineer* C#/Unity

- Developing a multiplayer game with voice chat for a long-term phonetics study
- Developed an initial proof of concept to showcase the project's feasibility and viability
- Designed scripts for real-time communication and capture to fit project requirements

**QADWorks** – Houston, TX **07/2023 – 08/2023**

*Software Engineer Intern* JavaScript/React

- Prototyped 3D visualization of industrial plants for an updated monitoring dashboard
- Processed public satellite data to create 3D models and designed a graphical interface

**Gift** – Ithaca, NY **05/2021 – 12/2021**

*iOS Developer* Swift/UIKit

- An all-student startup project focused on improving the retail reward experience
- Prototyped iOS frontend and implemented QR code functionality
- Integrated with Firebase Auth and backend API with Alamofire

## PROJECTS

**9 Lives** ([Github](#)) Java/LibGDX

*Team Lead, Programmer*

- Desktop puzzle platforming game built with LibGDX in Java
- Managed and coordinated team efforts to meet deadlines with effective scheduling
- Designed and implemented UI and HUD elements designed using Figma

**CULaundry** ([Github](#)) Swift/UIKit

- iOS app that provides Cornell students with real-time statuses on laundry rooms
- Developed frontend with UIKit and SnapKit and integrated backend with Alamofire
- Received Most Creative App Award in Cornell University AppDev's Hack Challenge

## SKILLS AND INTERESTS

**Languages:** Swift, Python, Java, JavaScript, TypeScript, HTML/CSS, C++, C#, OCaml, C

**Skills:** UIKit, SwiftUI, React.js, Node.js, Next.js, Express.js, Three.js, AWS, Docker, Unity, NumPy, Firebase, Flask, Figma, Git, Agile