

# Jia (Joshua) Guo

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## EDUCATION

**Cornell University** – Bachelor of Science in Computer Science **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, Language and Information\*, Game Design\* \* – in progress

## EXPERIENCE

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

- 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

### **OCaml Trail**

- Adventure game inspired by Oregon Trail written in OCaml utilizing OpenGL
- Created 2D mini-games for overcoming various environmental obstacles
- Implemented game states representing different scenarios encountered in-game

### **CULaundry**

- 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

### **Danwabot**

- Discord Chat Bot written in Python using discord.py API
- Created database for user info and requests across multiple servers with SQLite
- Hosted on a Ubuntu VPS for reliability and scalability

## SKILLS AND INTERESTS

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

**Technologies:** Git, React.js, Next.js, Node.js, Three.js, TailwindCSS, UIKit

**Interests:** Cinematography, Photography, Learning Languages (Currently learning Korean!)