Christina Guan

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CONTACT

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EDUCATION

University of Southern California
Computer Science (B.S.)
GPA: 3.6/4.0
Aug 2017 - May 2020 (Expected)

Relevant Coursework:
Algorithms
Data Structures and Object Oriented Design
Principles of Software Development
Introductions to Internetworking
Computer Graphics
Introductions to Computer Systems
Introduction to Operating Systems
Introductions to A.I.

University of California, Santa Cruz
Computer Science (B.S.)
Sept 2016 - June 2017 (Transferred)

SKILLS

Programming Languages
C++
C#
Javascript
Java
Python
HTML/CSS

Other Relevant Skills
ReactJS
Perforce
VisualStudio 2017/2019
AutoCAD Maya
Unity3D
GSON
MySQL
Git

RELEVANT EXPERIENCE

ITP 380 (Video Game Programming) Teaching Assistant
September 2019 - Current
- Hold office hours and answer questions during lab sections
- Grade and help debug homework assignment written in C++

Software Engineer Intern at Procore Technology
June 2019 - August 2019
- Implemented new button functionality and UI interfaces on the Procore website in ReactJS that is currently used by customers
- Worked .NET on the Autodesk plugin on both dozens of support tickets for existing product and developing new plugin features
- Researched and developed a product proof of concept that has been incorporated into future team roadmaps

Research Impact Project at USC Marshall School of Business
Software Developer, September 2018 - June 2019
- Wrote an algorithm that takes a set of names and identifies it's XPath to scrape a web based directory for stored names and job positions
- Helped write a program that searches and accounts for search query variations
- Part of a team that writes programs to parse multiple sources for information and update a server database accordingly

PROJECTS

Ginkgo
Advanced Game Project | C++, Unreal Engine | July 2019 - Current
- Part of an engineering team developing a game to be released on Steam.
- Designing and implementing different enemy AI systems that are reusable by game designers and artists
- Implemented AI behavior trees with multiple AI states
- Developing a checkpoint system to return players to a saved game state.

Multiplayer Hangman
Java, MySQL | November 2018
- Used multithreading networking to allow multiple players to simultaneous play a single game, and allow multiple game sessions to run
- Wrote a program that dynamically sets up and makes calls to SQL database that enables user verification, as well as track wins, losses, and ongoing games

Text Based Webcrawler
C++ | March 2018-April 2018
- Wrote a DFS based webcrawler that can take text "webpages" and traverse them by links
- Implemented a version of the Google PageRank algorithm that returns a set of webpages sorted by relevance based on a user search query