

Guan Ying Goh

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EDUCATION

CUNY Hunter College, New York

Bachelor of Arts in Computer Science | Minor in Mathematics

Expected: Dec 2025

- Dean List: GPA 3.566
- Courses: Software Design and Analysis III, Data Structure and Algorithms, Discrete Structure, Operating Systems, Database Management, Computer Theory, Computer Architecture, PostgreSQL, Accounting

EXPERIENCE

Google | Software Engineer Mentee

Mar 2024 – Jun 2024

- Engaged in over 10 workshops focusing on coding efficiency and problem-solving, enhancing critical skills relevant to software development and team collaborations.
- Selected as one of 80 participants for a 10-week technical mentoring program at Google; gained insights into software engineering excellence.

DNR Events LLC | Software Engineer 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 .atom 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 | Figma, Next.js | [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 Development Project | C++ | [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 | HTML, CSS, Javascript | [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.

TECHNICAL SKILLS & AWARDS

Programming Skills: C++, Python, HTML, CSS, Javascript, Linux, C# .Net

Data Analysis: PostgreSQL, Tableau, Python(Pandas, NumPy, Matplotlib), NoSQL(MongoDB, Neo4j)

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

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