

Alivia (Yuxuan) Guo

Full-stack Developer

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EXPERIENCE

Frontend Developer

Nov. 2023 – Feb. 2024

MI Toolbox Inc.

Calgary, AB (Remote)

- Designed and developed a modern business website for a robotic construction company, using React, NextJS, Tailwind CSS, and TypeScript.
- Implemented responsive design principles to ensure optimal user experience across various devices and screen sizes.
- Integrated SEO best practices, such as meta tag optimization, to optimize site performance and enhance SEO capabilities, resulting in improved search engine visibility.
- Collaborated closely with the client to gather requirements, iterate on design mockups, and deliver a website that aligns with the company's branding and objectives.

Back End Developer

Sep. 2020 – Dec. 2020

Ada's Team, University of Alberta

Edmonton, AB

- Designed and developed an onboarding Slack bot across 4 Slack workspaces, offering different resources for providing a smooth onboarding user experience for incoming students.
- Collaborated in a 5-member Agile team, conducted weekly scrum meetings with mentors from IBM and DotDash.
- Built with JavaScript, Node.js framework, ngrok, and integrated Slack API.

EDUCATION

University of Alberta

Edmonton, AB

Bachelor of Science Specialization in Computing Science

Sep. 2018 – Jun. 2023

Relevant courses taken: Algorithms and Data Structure, Introduction to Software Engineering, Web Applications and Architecture, Introduction to Human Computer Interaction, File and Database Management

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript/TypeScript, Java, HTML/CSS

Frameworks: React, Node.js, Next.js, Tailwind CSS, Bootstrap

Technologies: Git, Figma, Agile (Scrum), Firebase

Others: User Experience, User Research, Sketching, Storyboarding and Prototyping

PROJECTS

Art Gallery | *HTML, CSS, Python, React, Bootstrap, Node.js, Figma*

May 2018 – May 2020

- A full-stack React application for showcasing my fashion and character design from Animal Crossing and traditional visual arts I made in the past.
 - Used Figma for the initial UI/UX design.
- [View Live website](#)

Experiment Logger - WiseTrack | *Java, Android Studio, Firebase*

Mar. 2021 – Apr. 2021

- Worked within a team of 6 with Agile and Scrum to develop an android application to crowdsource data from participants following MVC architecture.
 - Used Figma to design frontend and UML diagrams to structure the application backbone that supported user stories.
 - Used CRUD operations to manipulate data from Android Studio to Google Firebase.
- [Git Repository](#)

Chess Program | *C*

Dec. 2020 – Apr. 2022

- Created a chess engine from scratch that supports human vs human, human vs AI, and AI vs AI, with terminal GUI.
 - Implemented randomized algorithms for Greedy, Minimax, and Alpha-beta pruning AI.
- [Git Repository](#)