Carlo De Guzman

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EDUCATION

Texas A&M University, College Station, TX

Bachelor of Science in Computer Science, Minor in Mathematics, *Summa Cum Laude*, *University Honors*

- MSC Champe Fitzhugh International Honors Leadership Seminar (Italy), July 2014
- Study Abroad: University of Sao Paulo – Sao Carlos, July 2016

SELECTED COURSEWORK

Artificial Intelligence	Applied Networks and Distributed Processing (Graduate)
Compiler Design	Design and Analysis of Algorithms (Honors)
Distributed Objects Programming	Operating Systems

SKILLS

Programming Languages: Java, Python, C++, C, JavaScript
Technologies: Windows, Linux, Git, Phabricator

EXPERIENCE

Pinterest

Software Engineer – Core Services, August 2018-Present

- Designed and implemented a health check framework for Java Thrift services
- Cut PR build times in half by migrating core services from Maven to Bazel

Amazon.com, Inc.

SDE Intern – Personalization, May-August 2017

- Developed an automated system for measuring the quality of sets of Similarities
- Used recent historical data to backfill measurement of quality metrics

Department of Computer Science & Engineering, Texas A&M University

Peer Teacher, August 2016-May 2017

- Assisted students in CSCE 221 and other courses during labs and office hours

Texas Quiz Bowl Alliance

Curriculum Developer, 2013-2015

- Wrote questions for competition between elite high school players
- Assembled summer camp class materials based on question difficulty and subject matter

PROJECTS

Tensai: Sketch-Based Games for Japanese Handwriting (Senior Design Project, Fall 2017)

- Extended $P Point-Cloud Recognizer to include stroke order and stroke direction analysis for handwritten Japanese characters
- Wrote server-side code for loading model characters stored as JSON and handling incoming requests from games and practice mode

Texas A&M Undergraduate Research Scholars (2016-2017 School Year)

- Built a neural network with TensorFlow which uses word and part-of-speech embeddings to classify generic expressions