Yuechen Guo

gggyc.com

Education

University of Washington

Sep 2024-Jun 2026 (Expected)

Master of Science in Electrical Engineering

Seattle, WA

• Relevant Coursework: Data Structures and Algorithms, Database Systems, System and Software Tools (Linux), Mobile Applications Development (Android), Software Engineering (Java), Computer Systems Security

• GPA: 3.9/4.0

Sun Yat-sen University

Sep 2020-Jun 2024

Bachelor of Engineering in Electronic Information Science and Technology

Guangzhou, China

Professional Experience

Vizard.ai — Software Development Engineer Intern

Palo Atlo, CA | Oct 2025 - Present

- Built a Chrome Al extension for internal use from 0-1 to automate UX evaluation using Prompt, Summarizer, and Writer APIs, enabling one-click usability scoring and report generation fully on-device for privacy-safe analysis.
- Optimize the Hybrid AI evaluation pipeline with structured DOM parsing and scoring logic refinement, aiming to achieve over 60 % user reuse intent, under 5 s latency, and strong user clarity in internal tests.

Chatbook — Software Engineering Intern

Seattle, WA | Jul 2025 - Sep 2025

- Developed services as part of a 5-person team, building an enterprise **REST API** for a service appointment platform; implemented AWS configurations and unit tests to enable continuous delivery of a scalable and reliable system.
- Designed the payment module's front-end with **React** and back-end with **Diango**, integrating third party payment gateway to implement secure checkout logic, and ensure PCI DSS compliance with minimized scope.
- Incorporated an AWS-based asynchronous payment pipeline with EventBridge, Lambda, and SQS to process third-party transactions, achieving 99.5% success on 1,000+ daily payments with idempotent processing.
- Built an Al voice agent with Twilio and the OpenAl Realtime API, achieving under 500 ms latency with natural barge-in and function calling, routing user queries to a supervisor agent across several call workflows.

Projects

VoiceShield: Audio Deepfake & Duress Detection System | Capstone project with BECU

BECU

- * Built a FastAPI backend on AWS EC2 with a JavaScript frontend for real-time audio upload and deepfake/duress detection visualization; optimized concurrency with async I/O and thread pooling, reducing latency by 50%.
- Developed a duress detection pipeline with OpenSMILE feature extraction, SHAP+RFE feature selection, and an LSTM-Random Forest ensemble, achieving 93% accuracy on real-world call data.

Personal Website | Next.js + Spring Boot + PostgreSQL

- * Developed a full-stack personal website with RESTful backend services, integrated CI/CD pipelines via GitHub Actions and Docker, and implemented unit tests achieving 70% code coverage with focus on critical path.
- Optimized article queries with selective eager fetching, composite indexes, and in-memory caching, cutting average response time from 280 ms to 20 ms while supporting hundreds of concurrent requests.
- Implemented a scalable like/vote feature leveraging **Redis** and **Lua scripts** to ensure atomic operations, prevent race conditions under high concurrency, and reduce database load through scheduled asynchronous persistence.

Campus News Information Platform | Spring Boot + Spring Cloud + MyBatisPlus

- Built microservice architecture with modules for article publishing, removal, asynchronous review, and user interactions; managed service configuration via Nacos and routed requests through Spring Cloud Gateway.
- Implemented JWT-based authentication in the gateway microservice using Spring Security, storing user information in ThreadLocal within microservice interceptors to ensure unified validation and thread isolation.

Skills

- Programming Languages: Java, Python, C++, JavaScript, TypeScript, SQL, HTML/CSS, MATLAB
- Frameworks & Tools: Spring Boot, Spring Cloud, Django, Node.js, Next.js, React, Tailwind CSS, Bootstrap, MySQL, PostgreSQL, MongoDB, Redis, Git, Shell, Docker, AWS, JUnit, JMeter, Postman, Cursor IDE
- Core Competencies: Data Structures and Algorithms, Object-Oriented Programming (OOP), System Design
- Languages: English (Fluent), Chinese (Native), Japanese (Beginner)