

# Bryan Guen

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[bryanguen.dev](https://bryanguen.dev) | Availability: May - Dec. 2025

## Education

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**Northeastern University - Khoury College of Computer Sciences** Sept. 2023 - Expected May 2027  
*Candidate for Bachelor of Science in Computer Science*

- **Activities:** Oasis Software Development Club and Intramural Ice Hockey.
- **Relevant Coursework:** Object Oriented Design (Java), Algorithms, Mobile Application Development, Machine Learning and Data Mining, Databases, Logic and Computation, Computer Systems, Cybersecurity, and C++.

## Technical Skills

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**Languages:** Java, Python, Kotlin, C, C++, SQL, HTML, CSS, JavaScript, Assembly, and Bash.

**Frameworks/Technologies:** React, Flask, MySQL, Docker, NumPy, and Java Swing.

**Developer Tools:** Git, GitHub, IntelliJ, VS Code, Android Studio, DataGrip, JUnit 5, and Linux.

## Projects

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**RALLY** | [/guenbr/RALLY](#) In Progress

- Developing a location-based social platform that streamlines nightlife planning through real-time venue tracking, user-generated reviews, and social networking features, allowing users to find trending venues and coordinate with friends.

**Travel More** | [/guenbr/TravelMore](#) In Progress

- Creating a full-stack travel discovery platform featuring an advanced filtering system for destinations and implemented an intelligent randomization algorithm that generates personalized travel suggestions based on user preferences.

**Three Trios Game** | [/guenbr/ThreeTriosGame](#) | **Java, Java Swing** Nov. - Dec. 2024

- Engineered a full-stack card game with a Model-View-Controller architecture.
- Developed a responsive Java Swing GUI with custom event-driven architecture to handle user interactions, featuring real-time game state visualization and dynamic scaling components.
- Built a strategic decision-making system that evaluates game states and selects optimal moves based on predefined competitive strategies.
- Implemented Designs: Observer, Factory, Decorator, Adapter, and Command patterns.

**Solo Red Game** | [/guenbr/RedSoloGame](#) | **Java** Oct. - Nov. 2024

- Produced a card game that features the Model-View-Controller architecture.
- Implemented a comprehensive logic that supports multiple game modes (base/advanced) while managing game states and enforcing rule compliance.
- Built a rule engine handling five distinct victory conditions based on card properties (color proximity, number sequences, palette combinations), supporting dynamic game state evaluation and real-time win condition checking.

**Stock Portfolio** | [/guenbr/cs3200-FinanceBros](#) | **SQL, Python, Streamlit** Aug. 2024

- Created back-end API endpoints to efficiently filter and process financial database queries, collaborating with a cross-functional team to optimize data retrieval performance.
- Formulated robust front-end components to create an intuitive folder structure system with role-based views (Worker, Verified Trader, Regular Trader), enhancing user navigation and content organization within the financial platform.
- Collaborated with a team to develop an AI-powered chatbot feature using OpenAI's API, delivering personalized financial consultations based on user expertise levels.

## Work Experience

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**Restaurant Team Member**, Gianni's Pizza & Subs – Framingham, MA Oct. 2022 - Present

- Consistently maintained on-time delivery rate while handling 20-25 deliveries per shift, maximizing customer satisfaction and ensuring food quality standards. Utilized GPS to optimize delivery routes.
- Demonstrated active listening skills while handling high-volume phone orders during peak hours, ensuring order accuracy and customer satisfaction.

**Interests/Hobbies:** Ice hockey, Golf, Weightlifting, Running, Pickleball, Traveling, Chipotle, and Game Theory Optimal.