

Edgar G. Guzman

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Portfolio: <https://github.com/edgar1140>

EDUCATION

- **Software Development Curriculum**, Base Camp Coding Academy, expected graduation May 2018.
- Graduated from Water Valley High School

TECHNICAL EXPERIENCE

Gas Pump Project, Base Camp Coding Academy, July 2017

Goal: Make a gas pump program

- User is able to pick what gas type they would like.
- Price is listed after purchasing gas.
- It is easy to use and is a fast way to purchase gas.

Rental Store Project, Base Camp Coding Academy, August 2017

Goal: Make a rental store program

- User is able to view and choose items that can be rented and returned.
- Deposit is given to customer when the item(s) is returned to the store.
- The program is well comprehensive and easy to run.

SoccerPKGame Project, Base Camp Coding Academy, September 2017

Goal: Make a hack-a-thon program

- Two-player game
- Uses classes and objects
- Players are able to view score and amount of attempts left.

WORK EXPERIENCE

Mi Pueblo Mexican Restaurant

Batesville, MS, May 30, 2013 - till December 31, 2015

- Operated as a waiter
- Developed strong relationships with the cook staff which created better communications between the customer orders to the cook making the food great and enjoyable. Spoke spanish and english and it helped alot communicating to the cook and customers speaking spanish.
- Executed as a busboy then, promoted as a waiter in just two weeks on the job.

TECHNICAL SKILLS

Languages: Python, CSS, HTML,

Frameworks: Bootstrap

Operating Systems: Ubuntu

LEADERSHIP ROLES

Played for high school football 6 consecutive years and helped younger players focus, have good behavior, make better choices, and be the best student athlete they could be.

HONORS

Received Teachers Honor Roll and a Scholarship to Base Camp Coding Academy.

VOLUNTEER ACTIVITIES

- volunteered as a counselor for MDA (Muscular Dystrophy Association) Summer Camp for two years.