

Gibson Smith

Computer
Science
Undergraduate
- Junior

Gibson Smith

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Projects

Wiki Artist Scraper - June 2023

- A recursive scraping algorithm to search for the most relevant musical artists to the original page.
- Used the BeautifulSoup 4 package in Python to search for relevant data based on the patterns I researched in Wikipedia pages' HTML.
- My first project written exclusively in Python, and my first experience with HTML.

Skyrim Knapsack Algorithm - August 2023

- A dynamic programming algorithm set to apply to the inventory system in Skyrim: Special Edition.
- Written in C++, is able to maximize the value of a player's inventory within the restrictions of their weight limit.
- Uses a modified version of my Wikipedia scraper to create a database of all items in the game, based on the Fandom Wiki for the game.

Education

California State University, Chico - Expected to Graduate 2025

AUGUST 2021 - PRESENT

- Cumulative GPA: 3.697
- Pursuing a Bachelor's Degree in Computer Science. Taking a minimum of 14 units per semester.
- Dean's List Spring 2022
- Member of Association for Computing Machinery

Skills

- Programming Languages: C++, C, ARM RISC Assembly, Go, Python, HTML, Java
- Creating and utilizing cloud servers to host databases and remote testing
- Experience with SQL, Excel, and Hadoop data analysis
- Created methods to benchmark and compare complex programs

General Experience

Staples, Pacific Beach, San Diego, CA - Sales Associate

JULY 2022 - AUGUST 2022

- Worked as a part of a team, with customers, and independently during the Back to School season.
- Primarily stocking items and backup cashiering.