

## Skills

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Competent in:

- HTML/Jade
- C/C++
- GQL
- CSS/SASS
- Python
- Git
- Javascript/jQuery
- Google App Engine
- Java

Experience with:

- MATLAB
- Octave
- SQL

## Experience

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**KINGCL** – Intern

March 2016 - Present

- Receive and submit weekly assignments from upper management
- Assignments consist of understanding company website code, finding ways to optimize search engine results and implementing them, editing HTML and fixing the odd bug or two

## Portfolio

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**SORICIDAE**

Ongoing

- Built Q&A website with Bitcoin bounties, using HTML/CSS/jQuery with Python/Google App Engine backend
- Users inquiring about a subject attach Bitcoin bounties to their questions
- When users with expertise respond, the bounty is distributed based on answer quality
- Experts are incentivized to donate winnings to charity in exchange for perks on the platform

**COUNTERSTRAT** – [guosim.github.io/CounterStrat](https://guosim.github.io/CounterStrat)

Spring 2016

- Built a Counter-Strike: Global Offensive strategy maker for HackMerced using HTML/CSS/jQuery
- Currently implementing HTML5 local storage so users can actually save their strategies

**POOL WHIP PROS** – [poolwhippros.com](https://poolwhippros.com)

Spring 2016

- Built a company website for pool cleaning services using HTML/CSS/jQuery with Python/Google App Engine backend
- Given four pages of text and a logo from my client, created a responsive and user friendly single page application with easy to find information

**TAROT PERSON** – [tarot-person.appspot.com](https://tarot-person.appspot.com)

Spring 2016

- Built tarot reading app as team entry for the 2016 Valley Hackathon, using HTML/CSS/jQuery with Python/Google App Engine backend
- Inspired by fortune teller machines, integrated Bitcoin to simulate coin-operated readings

**STAR FINDER** – [github.com/guosim/RoboticsProject](https://github.com/guosim/RoboticsProject)

Fall 2013

- As part of a team, built a shape-locating robot for Robotics course using C++ and Player/Stage
- Robot locates star-shaped objects in randomly generated rooms
- Designed and implemented a method for identifying and differentiating stars from other objects using a probabilistic model