

GUSTAV SOLIS

GUSO.IO

CONTACT

1351 Yellow Pine Ave
Boulder, CO 80304
720 – 361 – 3767
gsolis9147@gmail.com

Last Updated: 2/14/2018

SKILLS

WEB DESIGN	★★★★★☆☆
DESIGN	★★★★★☆☆
SALESFORCE	★★★★★☆☆
PHOTOSHOP	★★★★★☆☆
UNITY	★★★★★☆☆

LANGUAGES

HTML/CSS	★★★★★☆☆
C++	★★★★★☆☆
PYTHON	★★★★★☆☆
JAVA	★★★★★☆☆
SPANISH	★★★★★☆☆
JAVASCRIPT	★★★★★☆☆
REACT	★★★★★☆☆
ANGULARJS	★★★★★☆☆
SQL	★★★★★☆☆
NODEJS	★★★★★☆☆
C#	★★★★★☆☆
APEX	★★★★★☆☆
ANGULARJS	★★★★★☆☆

EDUCATION

UNIVERSITY OF COLORADO, BOULDER

Bachelor of Science in Computer Science

2016 - 2020

BOULDER HIGH SCHOOL

4.0 GPA

2012 – 2016

EXPERIENCE

FRONT-END/UX INTERN, VERTIBA

8 MONTHS

2017

Supported senior developer on Salesforce-based projects for internal and client-side use cases.

Languages: APEX, JavaScript, HTML/CSS, AngularJS

BUSSER, NORTH END @ 4580

6 MONTHS

2014

Managed tables, cut bread, filled up water, and made sure all customers' needs were accounted for.

PROJECTS

GUSO.IO

HTML/CSS, React

2017

I built my own website! It includes all of my various social media, my resume, as well as more information about all of the projects I have worked on including those listed below.

SENSAI

HTML/CSS, React, Photoshop

2017

At PennApps 2017, we built a web service that allows users to catalog your own self-teaching journey for various things you'd like to learn, track your own progress through your self-assembled course, and share your resulting course with others.

PENCIL PUSHERS

HTML/CSS, Unity, C#, Photoshop

2017

At Hack @ Brown 2016, we built a competitive local coop game using Unity. Scripts were coded in C#, assets were made using Adobe programs, and the game was deployed on an HTML/CSS based website.

SEEDLING

HTML/CSS, React, AWS

2017

At HackTech, we built a web application that aims to use startup data from places such as Slack, meeting transcripts, and emails in order to derive cultural insight and recommend shifts in communication.

CUBE RUNNER

Python

2016

At HackCU, I built a simplistic yet addicting game utilizing Python and the pygame library. It is a randomly generated endless side-scrolling platformer that slowly gets faster. You get points while in contact with a platform, and the goal is to reach the top of the leaderboards before you lose control. Featured as staff pick on Devpost front-page and newsletter.