GUSTAV SOLIS

CONTACT

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Last Updated: 9/27/2017

SKILLS

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

LANGUAGES

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

EDUCATION

UNIVERSITY OF COLORADO, BOULDER

Bachelor of Science in Computer Science   **2016 - 2020**

BOULDER HIGH SCHOOL

4.0 GPA   30 ACT   Cum Laude   **2012 – 2016**

EXPERIENCE

FRONT-END/UX INTERN, VERTIBA   **May 2017 - Present**

Working alongside 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.