

GUSTAV SOLIS

GUSO.IO

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Last Updated: 9/26/2017

LANGUAGES

HTML/CSS

JAVA (**FAMILIAR**)

C++ (**PROFICIENT**)

SPANISH (**PROFICIENT**)

JAVASCRIPT (**FAMILIAR**)

PYTHON (**FAMILIAR**)

C# (**FAMILIAR**)

UNITY (**PROFICIENT**)

NODEJS (**FAMILIAR**)

REACT (**FAMILIAR**)

MATLAB (**FAMILIAR**)

SKILLS

SALESFORCE

MC OFFICE

COMPUTER SUPPORT

GAMEMAKER

FRONT END DEV

ADOBE PROGRAMS

AWS

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

Worked alongside senior developer on salesforce based projects for internal and client-side use cases.

Languages: APEX, JavaScript, HTML/CSS, AngularJS

BUSSEY, 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

guso.io

2017

I built my own website using HTML, CSS, and React. 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

2017

At PennApps, 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

guso.io/javelin

2017

At Hack @ Brown, 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

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. We used Microsoft based machine learning to pull sentiment, NodeJS for the back-end, and React for the front-end. We won Best Use of AWS Services.

CUBE RUNNER

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