GUSTAV SOLIS

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

LANGUAGES

HTML/CSS

C++ (**PROFICIENT**)

PYTHON (**PROFICIENT**)

SPANISH (**PROFICIENT**)

JAVASCRIPT   (**PROFICIENT**)

UNITY (**FAMILIAR**)

NODEJS (**FAMILIAR**)

REACT (**FAMILIAR**)

JAVA (**FAMILIAR**)

C# (**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**

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   *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 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   *guso.io/javelin*   **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   **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.