

Gustavo Guijarro

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EDUCATION

University of Colorado Boulder

Boulder, CO

BS in Computer Science; GPA: 3.5

Aug 2020 – May 2024

Relevant Coursework: Data Structures, Software Development, Algorithms, Object Oriented Programming, Database Systems.

WORK EXPERIENCE

IT Support Technician

Boulder, CO

University of Colorado Boulder

Jun 2023 – Jun 2024

- Resolved over 150 software and hardware issues on personal and university-owned computing devices for CU Boulder staff, students, and faculty, ensuring seamless technical support.
- Enabled numerous members to securely access university services via Duo MFA configuration while maintaining a commitment to exemplary customer support and fostering a secure IT environment.

EngiNearMe Mentor

Boulder, CO

University of Colorado Boulder

Jun 2022, Jun 2023

- Guided 30+ high school students interested in engineering during an immersive 2-week program, boosting their understanding and enthusiasm for the field.
- Instructed students in programming various components including Arduinos, LEDs, and sensors, emphasizing clear code logic and strategic approaches, enhancing the technical proficiency of students.

PROJECTS

Chrome Extension Auto-Skip Lead | *JavaScript, HTML, CSS*

Aug 2024

- Led a team of 3 in the development of a Chrome extension with auto skip functionality for Netflix, Amazon Prime Video, and YouTube.
- Developed and implemented the UI for the extension, featuring Apple-like button sliders for intuitive navigation and control.
- Engineered auto skip capabilities for Netflix and Amazon Prime Video, automating the process of skipping intros, recaps, and next episodes.

DigiClips Media Search Engine (Senior Capstone Project) | *Angular, HTML, CSS*

May 2024

- Collaborated with a team of 5 other developers to debug DigiClips Media Search Engine, integrating diverse media types such as TV, radio, social media, and news articles.
- Revamped user interfaces for features such as media search and email alerts, boosting user experience and ease of navigation.
- Documented debugging processes and solutions, contributing to the creation of technical documentation to support ongoing development and maintenance.

Car Dealership Simulation OOP Project | *Java, OOP, UML*

Mar 2023

- Built Java-based car dealership simulator with peer, emphasizing OOP principles and implementing 5+ key design patterns, including Factory, Decorator, and Strategy.
- Created UML class, activity and state diagrams to model relationships, behaviors, and state transitions in the system.

TECHNICAL SKILLS

Languages & Frameworks: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, Angular, Node.js, Scala, LaTeX.

Developer Tools: GitHub, Docker, VS Code, IntelliJ IDEA, Jira, Jupyter Notebook.

Software Engineering Skills: Object-Oriented Programming, UML design.

Libraries: pandas, NumPy, Altair, Matplotlib.

Languages (Spoken): Spanish & English.