

# Gui Sen Zou

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## Education

### University of Georgia

B.S. Computer Science

GPA: 3.66

Athens, GA

Graduation Date: May 2026

## Experience

### RWS - Search Quality Rater (SQR)

June 2024 - Present

- Evaluated search engine results' relevance, accuracy, and quality as well as demonstrated strong attention to detail and analytical thinking based on the guidelines.
- Assessed web content, including websites, images, videos, and local results, to ensure they are users' intent and search engine quality standards.
- Applied metrics - experience, expertise, authority, and trustworthiness (E-E-A-T) to assess content reliability and accuracy. Provided critical feedback to improve the performance of search engine algorithms by analyzing a wide range of search queries.

### Touchdown Wings - Manager

Aug 2018 - Aug 2023

- Managed daily operations, such as staffing, inventory, and customer relations, to ensure efficient and smooth functioning of the restaurant.
- Supervised and trained staff to improve employee performance and customer service standards.
- Monitored food quality, safety, and sanitation standards to comply with health regulations.

## Projects

### CashCourse - UGAHacks X | TypeScript/CSS/JavaScript

Feb 7-9, 2025

- Developed a full-stack finance game with interactive quizzes on balance sheet, EBITDA, and horizontal analysis
- Built a React-based frontend with a PostgreSQL backend using Drizzle ORM.
- Implemented secure user authentication and progress tracking with Clerk.
- Managed database operations and optimized real-time data handling.
- Collaborated using GitHub for version control and Figma for UI/UX design.

### DMC-Cafe | TypeScript/CSS/JavaScript

October 2024 - ongoing

- Designed and built a full-stack web application with a React frontend and Node.js backend.
- Implemented user authentication and authorization with secure login/signup functionalities.
- Managed MongoDB database using MongoDB Atlas for storing user data and application elements.
- Implemented CRUD operations (create, read, update, delete) for dynamic content management.
- Collaborated with a team, utilizing GitHub for version control and Figma for UI/UX design mockups.

### Slenderman Game | C#/Unity

June 2024 - ongoing

- Recreating the Slenderman game using C# in the Unity game engine, capturing the atmosphere and horror elements of the original game.
- Developing gameplay mechanics, including character controls, and the presence of the Slenderman character.
- Implementing AI behavior for the Slenderman character, creating a challenging gaming experience. Designing 3D assets, terrain, and audio to enhance the game's visuals and atmosphere.

## Clubs

### Game Builders Club (UGA) - Laundry Day

Sept 2024 - Dec 2024

- Collaborating with a team of developers, artists, and writers to create a visual novel game.
- Currently developing core gameplay features using Ren'Py, focusing on dialogue systems, branching storylines, and player-driven choices.
- Utilizing version control systems like GitHub to collaborate with the team and manage project updates efficiently

## Skills

**Programming Languages:** Python, Java, C#, HTML/CSS/JavaScript, TypeScript

**Skills:** Git, Visual Studio Code, Unity, Blender, Netbeans, Ren'Py, Node.js, React, JWT, MongoDB, bcrypt, problem-solving/debugging, CRUD, Figma, SCRUM, Excel, Matlab, SQL

**Relevant Course:** Software Development, Theory of Computing, Data Structures, Web Programming, Artificial Intelligence, Software Engineering, Computer Networks