

Gui Sen Zou

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Education

University of Georgia, School of Computing

Graduation Date: May 2026

Bachelor of Science in Computer Science

GPA: 3.66/4.0

Relevant Coursework: Web Programming, Artificial Intelligence, Software Engineering, Computer Networks

Programming Languages: Python, Java, C#, JavaScript, TypeScript

Experience

Touchdown Wings, Manager

August 2018 - Present

- Led and supervised a team of employees, to stay productive, efficient, and focused on company goals.
- Trained and mentored team members to help them grow professionally and work better together.
- Managed budgets and resources, optimizing costs while maintaining high-quality service and performance.

Projects

CashCourse - UGAHacks X, TypeScript/CSS/JavaScript

- Developed a full-stack finance game with interactive quizzes.
- Built a React-based frontend with a PostgreSQL backend using Drizzle ORM.
- Implemented secure user authentication and progress tracking with Clerk.
- Collaborated using GitHub for version control and Figma for UI/UX design.

DMC-Cafe, TypeScript/CSS/JavaScript

- 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.
- Collaborated with a team, utilizing GitHub for version control and Figma for UI/UX design mockups.

Slenderman Game, C#/Unity

- 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

Society For Cybersecurity (SCS)

- Engaging in discussions on cybersecurity trends, ethical hacking, and digital forensics.
- Collaborating with peers on security challenges, penetration testing exercises, and risk assessments.
- Learning about network security, cryptography, and incident response through lectures and training sessions.

Association for Computing Machinery (ACM)

- Practicing technical interview questions, including data structures and algorithms.
- Collaborating with peers to solve LeetCode problems and optimize coding solutions.
- Learning optimal problem-solving techniques for time complexity and space efficiency.
- Engaging in peer-led discussions on best practices for resume building and networking.

Skills

Web & Software Development: HTML/CSS, Node.js, React, MongoDB, JWT, bcrypt, CRUD, SQL, Git, Visual Studio Code, NetBeans, SCRUM

Game & Interactive Media Development: Unity, Ren'Py, Blender, Figma, problem-solving/debugging

Data & Technical Tools: Excel, Matlab, SQL, problem-solving/debugging