

# Chris Sampson

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## Technical Skills

**Front End:** JavaScript(ES5, ES6), TypeScript, React, jQuery, SASS, EJS, HTML, CSS

**Back End:** NodeJs, Express, Postgres, MySQL, MongoDB, Redis, RESTful APIs, Python

**Deployment/Testing:** Docker, Heroku, AWS: EC2 / S3, Jest, Mocha/Chai, Apache, Nginx, vSphere, HyperV

**Developer Tools:** Vim, Git, npm, Webpack, Babel, Agile, Scrum, TDD, Lighthouse

## SOFTWARE ENGINEERING APPLICATIONS

**PingPlotter Multi-Viewer | Full Stack Engineer** | <https://github.com/ChrsSampson/BroadcastMed-MV> 2023

*A tool that can monitor the network health of any number of hosts using Pingplotter5*

- Migrated monolith infrastructure to a service-based model to improve maintainability
- Successfully migrated from cloud MongoDB database to self-hosted with no downtime
- Achieved ~80% code coverage
- Integrated 3rd party API and Authentication

**Note Monstr | Software Engineer** | <https://github.com/ChrsSampson/Note-Monstr> 2023

*A freeform note-taking tool*

- Utilizes Several data structures to store information resulting in optimal time complexity

**Atelier Front End | Front End Engineer** | [github.com/rpp35-IPMEN/FEC](https://github.com/rpp35-IPMEN/FEC) 2022

*A storefront for displaying and selling products and goods*

- Rendered data with search, browse, cart, and checkout functionality using reusable React components
- Coordinated work among a team using agile practices, ticketing, and TDD
- Optimized page load times to be less than 3 seconds
- Created a test suite to achieve ~80% code coverage to ensure functionality and fallback modes
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**CalenTodo User Microservice | Full Stack Engineer** | [https://github.com/rpp35-boc-perlman/user\\_service](https://github.com/rpp35-boc-perlman/user_service) 2022

*Backend User Authentication proxy and account CRUD operations that support the SPWA*

- Coordinated with product owners on a feature set and design
- Organized tasks, user stories, and issues using agile practices
- Implemented a reusable user data class and methods

## Experience

**Software Engineer - Internal Tools** | BroadcastMed, Jamestown New York 2019-Current

- Researching and implementing improvements to workflows and systems
- Designing, maintaining, and implementing software features and tools to be used by employees
- Building, deploying, and supporting system network and infrastructure

**Software Engineering Resident** | Galvanize, California (Remote Contract) 2022-2023

- Provide one-on-one and small-group technical and project management guidance and support to students
- Conduct whiteboarding and mock interview practice with students
- Conduct code reviews on students' project work

## Education

**Hack Reactor** | Advanced Software Engineering Immersive | US (Remote) 2022

- 9 Month program with over 1000+ hours of coding.

**Alfred State University** | Information Technology | Alfred, New York 2012-2013

- Relevant coursework in the field of Information Technology

**E2CCB** | Information Technology | Asheville, New York 2010-2012

- 2 Year Applied Technical Training in the fields of Computer Science and Information Technology