

Samuel West

Creative Problem Solver

335 Evans Road
Zelienople, PA, 16063
(724) 504-0270
samuelallenwest@gmail.com
SamuelAllenWest (GitHub)

ACADEMIC EXPERIENCE

University of Pittsburgh— *School of Computing and Information*

January 2015 – August 2021 (Expected)

- Coding with **Java**, **CSS**, **HTML**, **Markdown**, **Python**, **SQL**, and **JS**
- Finding simple solutions to complex problems with **OOP**
- **CI/CD**, **Agile**, and **Waterfall** model exploration
- Basics of internet security and technology

Randall Big Idea Competition — *Resume Team Lead*

February 2019 – June 2019

- Managed a team developing a model for a resume designing web application
- Ran brainstorming, wireframing, financial planning, audience discovery, and problem-solving meetings

FIELD EXPERIENCE

Conspiracy Uprising— *Producer, Lead Developer*

December 2015- June 2016

- Iterative designing over several months with hundreds of hours of user feedback
- Lead designer, producer, and editor for Kickstarter board game
- Vendor management and customer exploration and discovery

Web Developer— *Independent*

August 2018 – Present

Learning and practicing with JavaScript, CSS, Markdown, and HTML

- GitHub JS Portfolio at [SamuelAllenWest/JS-Portfolio](https://github.com/SamuelAllenWest/JS-Portfolio)
- Exploring **React** Basics

Unity Developer— *Independent*

January 2019 - Present

- Unity/C# game development with physics engines in 2D and 3D space

SKILLS

Thrives at solving problems under time constraints

GitHub interfacing

Academic experience with **HTML**, **Markdown**, **CSS**, **Python**, **C++**, **C#**, **JavaScript**, and **Java**

Database management, design, and analysis with **MySQL**

Providing and receiving critical, detailed, and motivating feedback

Experience in calculus, physics, algebra, and geometry

RELATED ACTIVITIES

Analog and digital **Game Developer**

Undergoing **Google Analytics** course and **JS Certificate** course

Detailed courses in designing around **human factors** in the modern era

Dungeon Master for Roleplaying Games with custom Roll20 Marcos and [character sheets](#)

Music theory and performance on Euphonium, Trombone, and Tuba