

Hayes Chiasson

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## EDUCATION

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### Louisiana State University

August 2022 – May 2026

*Bachelor of Science in Computer Science, Concentration in Software Engineering*

*Baton Rouge, LA*

*Minor in Digital Media Arts & Engineering*

- GPA: 3.72 | Current Year of Study: Junior
- Relevant Coursework: Algorithms & Data Structures, Systems Programming, Digital Media Programming

## EXPERIENCE

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### Quality Assurance Lab Assistant

*LULA-Westfield Sugar Cane Refinery, Paincourtville, LA*

December 2022 – January 2023

- Shadowed the development of custom software that assessed crop yield & purity
- Provided verifiable data that determined the production approach for the entire crop

### LSU ITS-GROK Database Student Developer

*LSU Information Technology Services, Baton Rouge, LA*

May 2024 – Current

- Maintain, modernize, and repair critical LSU digital infrastructure
- Assist with the development of new features on current & future projects

## PERSONAL PROJECTS

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### Personal Portfolio Website | *HTML, CSS, JavaScript* | <https://haze-7.github.io/Portfolio-Website/>

- Primary hub for my portfolio, past projects, competencies, interests, and other important updates
- Functional website designed to display the progression of my understanding of Front-End Design

### Suni: The Travel Companion | *React.js, Typescript, Node.js, Vite, Tailwind CSS, Django(Postgres), Python*

- A responsive, web-based, application uses an algorithm to create custom travel itineraries based on user preferences, weather, and budget restrictions.
- Served as Design Lead, spearheading development of front-end frameworks, graphics, and the structure of the project codebase

### Deadman's Hand: Gambling Education Through Simulation | *React.js, Tailwindcss, Firebase, HTML/CSS, Javascript*

- Online educational experience that introduces users to the manipulative gacha /gambling tactics used by corporations through a simulated card battler. Tactics are recorded during gameplay and presented to users.
- Integrated Backend using Firebase for score keeping, user authentication, dynamic rendering, & player accounts

## TECHNICAL SKILLS

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**Languages:** Java, JavaScript, HTML, CSS, Python, MySQL, & C

**Developer Tools:** Git, Visual Studio Code, Eclipse IDE, Sourcetree

**Libraries / Frameworks:** React.js, Vite, TailwindCSS, Bootstrap, Freemarker Template, daisyUI