Hayes Chiasson

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EDUCATION

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

EXPERIENCE

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

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.

- Business application and advertisement capabilities, creating a communal space for both users and businesses

- Served as Design Lead, spearheading development of front-end frameworks, graphics, and the structure of the project codebase

Safe Cracker Game | *JavaScript, p5.js, Tone.js*

- Online safe-cracking game that creates secret combinations that must be found using audio cues to determine proximity to the correct sequence of keys. Successful completion presents a victory animation and statistics

TECHNICAL SKILLS

Languages: Java, JavaScript, HTML, CSS, Python, Ruby, OCaml, Rust, & C

Developer Tools: Git, Unity, Visual Studio Code, Eclipse IDE, Sourcetree, Spyder

Libraries / Frameworks: React.js, Vite, Tailwind CSS, Bootstrap, Freemarker Template