

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: 3.62 | 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

CLASS PROJECTS

Online Bug Squish Game | *JavaScript, p5.js, p5.play*

- An interactive online game that challenges the user to squish as many bugs as possible in the time allotted.

Date Organizer | *Java*

- Sorts dates using a binary heap implementation of a priority queue with various comparators.

Simple Paint Application | *JavaScript, p5.js*

- Creates an open canvas to paint images using colors from the available color palette within the browser.

PERSONAL PROJECTS

Personal Portfolio Website | *haze-7.github.io/Portfolio-Website/ | HTML, CSS, JavaScript*

- Functional website designed to display the progression of my understanding of Front-End Design
- Displays former and current projects I have accomplished with in-depth explanations of processes.

Burgundy Bank Application | *Java*

- Fully functioning bank application with multiple interfaces that allow for user account creation, financial transactions with history tracking, and secure storage of user information

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, HTML, CSS, JavaScript, Python, & C

Developer Tools: Git, Unity, VSCode, Eclipse IDE, Spyder

Libraries: p5.js, Tone.js,