

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: 3.63 | 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

CLASS PROJECTS

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

- An interactive online game that challenges the user to squish as many bugs as possible in the time allotted using an joystick and speaker for input confirmation.

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 | *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

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, Sourcetree

Libraries / Frameworks: p5.js, Tone.js, Bootstrap, Freemarker