Samuel Walker

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Profile

Software Engineer, Java Programmer. Completed projects in software development
Experience in Java, NodeJS web backend, Web frontend, Python and OpenGL
Github profile: https://github.com/lightning323

Technical Skills

- Languages: Java (Advanced), Python, JavaScript (ES6+), SQL
- Frameworks/Back-end: Java, Node.js, Express, Java EE, MongoDB
- Graphics & AI: OpenGL (LWJGL), Keras (Deep Learning)
- Tools and Dev-Ops: Linux, Git, Maven, Gradle

Other

- Built and programmed a robot with software for simulated and real behaviors
- Experience in 3D printing and 3D Cad Design with Fusion360
- Experience with blender, made several small movies and 3d models for video games
- Created Minecraft Java Edition mods in spare time. (https://www.curseforge.com/members/lightning323/projects)

Education

Computer Science (Current)
Brigham Young University - Idaho

Key Projects

Built a Full-Stack Calorie Tracking Web App
https://github.com/Lightning323/CalorieCoach   December 2025 - January 2026

- Engineered a full stack web app leveraging NodeJS, express and MongoDB
- Utilized Gemini API to intelligently track food, estimate calories, and store new entries in an editable food database

Built a website for a client   Idaho Falls, Idaho
Bacon and Bleu, Idaho Falls (https://www.baconandbleu.com/)   January 2022 - December 2023

- Designed and coded website for a local restaurant. Frontend was designed and built by hand. Backend coded using Java EE web framework

Tessera, Open source Voxel Game
https://github.com/Lightning323/Tessera   September 2022 - December 2024

- Engineered an open-source Minecraft clone with Java; developed 1 complete rendering pipeline and GUI using the LWJGL library;
- Improve game performance past 16 ms/frame by building custom tools for managing memory and debugging frames
- Constructed chunk loading algorithm and optimized for game performance and real time generation
- Developed real-time chunk-loading algorithms and integrated LAN multiplayer functionality using Java Sockets

Collaborated on a team; Built backend for a web app using Node.JS   BYUI
CSE170 BYUI (https://github.com/Lightning323/ByteMeVikingsTeamProject)   December 2025

- Collaborated in a team to construct a web application
- Established database with MongoDB to handle User logins and quest board data
- Utilized user session and web-sockets to handle live messaging and state handling for users

Extra-curriculars

Led a team in the 2025 iHack event at BYUI
https://github.com/Lightning323/MemorizationDungeonCrawler