

Rio Samson

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Skills

Languages: C, C++, Java, Python, SQL, R, HTML, Haskell

Tools & Tech: Git, MySQL, JSON, Agile Methodologies, Android Studio, VS Code, Figma, Windows, Linux

Project Experience

Deny and Conquer - Online Multiplayer Game | *Java, JavaFX, [Git](#), [Demo Video](#)* **Jul - Aug 2023**

- Developed a **Java client-server** multiplayer game where players competed by coloring a grid, earning **100%** grade
- Integrated **frontend** and **backend** components, assuming a pivotal role in GUI construction using **JavaFX** and **socket programming**, decreasing connection delay by **20%**
- Successfully managed a team of **5**, utilizing my **interpersonal communication** and **collaboration** skills, resulting in meeting a tight **3-week** deadline

Parenting App | *Android Studio, Java, Agile, [Git](#)* **Sept - Dec 2021**

- Managed a development team of **4** to build an **Android app** for parenting by writing quality code, orchestrating regular meetings, and solving language barriers, decreasing communication errors by **20%**
- Developed thorough automated tests, achieving a **95%** detection rate and enhancing overall code quality by **20%**
- Utilized **Git** as the **Scrum** Master to issue tasks and oversee merge requests/conflicts for 3 agile iterations, decreasing development delays by **33%**

Yelp Database Query App | *MS SQL Server, Python, Pyodbc* **Mar - Apr 2023**

- Developed a **Python** app that manages a database with **350,000+** entries, implementing many **MS SQL Server** queries
- Created a simple interface that lets users log in, search businesses/users, make friends, and write reviews

Consumables Tracker Web Service | *IntelliJ, Java, JSON, Spring REST API, [Git](#)* **Sept 2021**

- Developed a **Java GUI** web client for tracking food/drink expiration for my family by integrating **REST API** for seamless **server-client** data transfer and sync across devices, **eliminating family food waste by 50%**

Cat Companion App - Hackathon | *Python, Microsoft Office, [Git](#)* **Feb 2022**

- Led a team of 3 in the development of an interactive mental health companion app for the hackathon using **Python**, winning **1st place** and cash prize for **best terminal app**
- Implemented user input processing, advice generation, and chatbot interaction functions

Mine Seeker | *Android Studio, JSON, Java, [Git](#)* **Dec 2023**

- Created a mine seeker game using **Java** on **Android Studio**, utilizing **JSON** to save app data

Work Experience

Event Planner Intern (Summer) | *The Foursquare Church, [YouTube](#)* **Summers 2020 - 2023**

- Spearheaded projects like camp videos, effectively used **time management** skills, accelerating timeline by **20%**

Education

Simon Fraser University **Sept 2020 - Present**

Bachelor of Science in Computer Science

Current CGPA: 3.49

Awards: Open Scholarship, Dean's Honour Roll, Hackathon - 1st Place

Coursework: Database, Software Engineering, AI, Data Structures, OS, Cyber Security, UX, Networking