

Sam Ashenafi

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Education

Louisiana State University, College of Engineering
Computer Science, Software Engineering.
Relevant Coursework: Data Structures and Algorithms, Object Oriented Programming and Computer Organization and Architecture

Baton Rouge, LA
May 2025

Technical Skills

Coding Languages	Tools	Web Development Stack
<ul style="list-style-type: none">JavaScriptC++HTML	<ul style="list-style-type: none">UnityGitHubHTML	<ul style="list-style-type: none">React.jsExpress.jsMaterial UINode.js

Experience

ProudMe – https://github.com/bquach1/project_proudme
Frontend Developer

May 2024 – May 2025

- Contributed to a government funded Louisiana state-funded adolescent obesity prevention initiative by updating the user interface and experience of a website built for middle school students to track healthy habits.
- Led improvements on the Journal page, changing it from basic time input to an interactive tool using dropdowns, progress bars, and charts for four key health behaviors.
- Integrated OpenAI’s API to deliver personalized AI-generated feedback and collaborated on refining prompts to ensure responses were age-appropriate and easy to understand.
- Developed responsive and accessible UI components using React, Material UI, and Styled Components, based on designs from Figma/UX collaboration.
- Collaborated with full-stack developers to interface with a MongoDB backend using Express.js and REST APIs, and supported secure user sessions with JWT and bcrypt.js.
- Worked in an Agile environment with weekly sprints and version control via GitHub, collaborating with Figma/UX designers and developers to implement responsive and accessible UI components using React, Material UI, and Styled Components.

Projects

Personal Website

- Developed using React and Material UI to showcase my personal projects in more depth. Its live and fully responsive at this url: sashenafi.net
- Key features include pages showing my personal projects in more detail and a page to view and download my resume.

Hop - Unity 2D Platformer Game
<https://sashen1.itch.io/watchout>

- Designed and developed a short 2-level 2D platformer in Unity where a bunny character navigates jumping challenges and avoids invisible walls.
- Implemented custom C# scripts for responsive character movement, jumping mechanics, and collision detection with hidden obstacles.
- Designed the level and visual feedback elements to create a playful yet challenging experience.