Sam Fisher

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EDUCATION

University of North Texas | Denton, Texas   **Expected Graduation: December 2023**
Bachelor of Science | Computer Science | ABET accredited   **GPA: 3.8**
Relevant coursework: Data structures, Algorithms, and Object Oriented Programming in C++, Databases; Calculus

CORE COMPETENCIES

Creativity | Verbal and Written Communication | Organization | Adaptability

TECHNICAL SKILLS

Programming Languages: C++, Python, HMTL5 and CSS, React, Angular, SQL, JavaScript, TypeScript, Java, Spring Boot
Software: Microsoft Office Suite, CLion, Visual Studio Code, Jira, Figma
Version Control: Git, Bitbucket, GitHub

ENGINEERING PROJECTS

SightLine, Capstone Project   **Jan 2023-Dec 2023**
- SightLine is a React-based web application designed to promote accessibility awareness within the gaming community. It serves as a valuable tool for identifying potentially hazardous elements in video game footage, with a focus on detecting issues such as flashing, excessive luminance, and blue light. By highlighting these areas of concern, SightLine aims to provide valuable insights to game developers, ultimately contributing to the creation of more inclusive and visually comfortable gaming experiences.

Blood Wave, Game Programming I Project   **Aug 2022-Dec 2022**
- Contributed to the design, implementation, and testing of a wave-based survival game. My main contributions entailed: concept art and character design, development of a player stamina system, development of a mini-boss, development of an enemy attack state, GUI implementation, and several animation cycles. This game was developed in the LARC engine, a bare bones DirectX12/C++ engine. Developing in this engine posed many interesting challenges that ultimately furthered my understanding of game development and helped me become familiar with a constricted work environment.

MTG!Bot, Personal Project   **Aug 2021-Present**
- Programmed a Discord bot in Python to respond to user commands, parse data from a *Magic the Gathering* database's API, and post a random card's image URL. Depending on which command the user inputs, the bot can post different types of random cards, a creature card or sorcery card, as an example. I programmed this bot as a fun way to start learning Python, to understand the basics of what an API is, and for my general love of Discord.

EMPLOYMENT EXPERIENCE

DTS Internship | RESPEC - Data and Technology Solutions | Richardson, TX   **May 2023-Aug 2023**
- Assisted in the conversion of RAP, a comprehensive web application using Angular for the frontend and Spring Boot for the backend, designed both to impress clients through demos and serve as a template for upcoming full-stack projects, from Bootstrap to Angular Material.
- Engineered with Spring Boot and Hibernate for efficient, production-ready development.
- Crafted with Angular and enhanced with Angular Material and SASS for a modular, unified design.
- Integrated Bitbucket pipelines to streamline builds and deployments to Google Cloud.
- Utilized Git for change control, promoting collaboration and ensuring code integrity.
- Prioritized code quality and reliability by implementing unit and integration testing.
- Designed RAP's homepage using Figma and developed it in Angular Material.
- Participated in daily standup meetings with the team and in pull requests (PRs).

IT Technician | UNT Library Technologies | Denton, TX   **Jan 2020-Jul 2020**
- Communicated verbally and through writing to understand customer questions and concerns, diagnose the root cause, and identify viable solutions for a variety of computer hardware and software.
- Performed driver and software updates on Windows and MacOS machines to ensure operational effectiveness.
- Processed customer tickets via ServiceNow, which involved taking down customer's technical issues via phone or email, adding them to our ticketing system, helping them solve the problem, and then updating or closing the ticket as needed.

Administration Specialist | UNT CLEAR | Denton, TX   **Jan 2015-Jul 2019**
- Managed the departmental budget by tracking daily expenditures not related to payroll as well as yearly budget projections. The budget that I managed was typically $75,000 annually. Coordinated department events such as the Teaching Excellence Seminar and the University Forum on Teaching and Learning. TES had on average 300 attendees and UFTL had about 150 attendees.
- Ensured efficient and smooth daily office operations including maintaining documentation and records with care, maintaining several departmental lead's calendars, and purchasing of office supplies.