Sammy Aknan

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Professional Summary

Aspiring software engineer with strong leadership skills. Self-taught programmer with 5+ years of game-development experience. Skilled in object-oriented programming (OOP), multi-threading, web and database development. Proficient with Linux and Windows Operating Systems, and very knowledgeable with computer hardware and peripherals.

Education

- Graduated High School in 2023 (4.39 GPA)
- Studied cybersecurity in High School
- Current first-year student at Virginia Tech
  - Pursuing a BS (Computer Science)

Skills

- Extensive knowledge and experience of many programming languages:
  - Java, Python, TypeScript, JavaScript, HTML/CSS, and others.
- Experienced in practical programming and development concepts:
  - frontend & backend development
  - high frequency programming
  - threading and parallelization
  - memory management
- Experienced with SQL & NoSQL Databases
- Experienced with various web-frameworks:
  - NuxtJS, ReactJS, Spring Boot (Java)
- Experienced with Linux CLI (BASH)
- Experienced with GitHub & git CLI
- Experienced with Cloudflare (CDN)

Work Experience

- Leadership experience in game development
  - Created and managed several game development and moderation teams
  - Directed staff team of 30+
  - Created self-sustaining multiplayer games
  - Managed large player base of 15,000+
- Created several [profitable] content for the Minecraft Marketplace:
  - Worked as project lead
  - Worked as game programmer
- Freelance experience creating websites

Relevant Projects

- Minecraft Realm Network
  - Four concurrently running servers
  - Self-sustaining with thousands of players
  - Programmed with 20,000+ lines of code
  - Commissioned graphic designers
- Minecraft Java Server
  - 30,000+ lines of high frequency OOP Java code
  - Online profitable store front
  - Jave & NodeJS applications with an SQL DB