**Samuel Chu**

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**Skills**: **Rails, Ruby, React, Redux, JavaScript, AWS S3, Git, Webpack, Jquery, SQL, HTML5, CSS**

**Projects**

MoodTube - A Youtube Clone

• Developed fullstack app built with Ruby on Rails on backend, React/Redux on frontend

• Utilized Amazon Web Services S3 storage and postgresql for the seed data

• Implemented front and back end authorizations, using cookies to allow authorization to persist across multiple sessions

• Implemented video edit and viewing capabilities

• Designed search bar feature based around video titles

• Various users can comment on any video

Megaman - A Pure Javascript Game

• Created a faithful homage to the original Megaman X, a 2d side scrolling platform game

• Implemented vanilla javascript to program game engine functionality

• Utilized and animated over original game sprites

**Experience**

Citi Habitats – New York, NY Jan 2016 – April 2016

Licensed Real Estate Salesperson

* Developed and polished communication skills by becoming familiar with cold calling potential clients. Comfortable with reaching out and problem solving with new people
* Helped promote and advertise various residential properties specifically in the Williamsburg and Lower East Side areas

Riot Games – Santa Monica, CA Jan 2013 – Jan 2014

Professional Athlete

* Developed leadership skills as Co - Captain of the coL League of Legends team
* Gained insight into media and event production as regular on Riot’s official stage broadcast
* Participated in QA sessions and offered feedback to the game developers
* Received media training to effectively communicate a brand

Complexity Gaming – Granada Hills, CA Jan 2013 – Jan 2014

Brand Ambassador

* Promoted the company and it’s values as a competitive esports organization
* Helped advertise sponsor equipment (keyboards, headsets, etc) across various media outlets and managed community engagement

Turbine, Inc – Needham, MA June 2013 – Dec 2013

QA Analyst and Community Relations Expert

* Participated at panels and booths at various public events (E3, Pax, MLG)
* Engaged in QA sessions with developers on beta builds of Infinite Crisis