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Samuel Ingram

Objective

To obtain a Software Engineering internship starting in May of 2019 that will expand my experiences in Computer Science

Education

Purdue University, West Lafayette, IN   May 2020
Bachelor of Science in Computer Science Honors with a Minor in Music   3.82 GPA

Relevant Coursework
Current - Data Mining and Machine Learning, Software Engineering I
Completed - Introduction to the Analysis of Algorithms, Systems Programming, Data Structures and Algorithms

Work Experience

Salesforce, Software Engineering Intern, Indianapolis, IN   May 2018 - August 2018
- Contributed React UI development to the Email Analytics app on the Salesforce Marketing Cloud
- Developed Unit tests with Mocha and automated Regression and Smoke tests with Nightwatch
- Assisted engineers by reviewing code, performing Quality Assurance tests, and troubleshooting bugs
- Functioned on an Agile team and adapted to needs for the Marketing Cloud's 216 release

Qualcomm, Software Engineering Intern, San Diego, CA   May 2017 - July 2017
- Constructed a front-end web interface for internal testing of an Apache Tomcat server controlling SIM card profiles
- Collaborated with another intern to streamline production and tackle problems as a team
- Prioritized development of pertinent features and adapted to the codebase by consulting with Qualcomm engineers

Self-Employed, Web Developer, Auburn, IN   June 2013 - August 2016
- Created five different websites for local companies and organizations to establish their online presence
- Taught myself web development languages by utilizing various online resources

Dekalb Health, IT Intern, Auburn, IN   August 2015 - May 2016
- Interacted with IT specialists in the medical field to help maintain computers and servers
- Experienced the effects of ransomware and coordinated with others to mitigate the fallout

Programming Skills   Development Skills

Java, JavaScript, HTML, CSS, C, C++, Assembly   React, Node, Apache Tomcat, AWS, Nightwatch, Enzyme

Projects

Pictophone - Java, JavaScript, HTML, CSS, and MySQL   April 2018
- Implemented a full-stack web app for a multiplayer drawing and guessing game using Apache Tomcat on AWS

Parks and Wreck - Java with LWJGL and dyn4j   September 2017
- Won first overall hack at BoilerMake V with teammates
- Built a fast-paced multiplayer game where the objective is to be the quickest car valet out of all the players

Music in Games - HTML, CSS, and JavaScript   December 2016
- Constructed a web interface to take a more creative approach to a World Music project rather than writing a paper

Hexagonal Game of Life - HTML, CSS, and JavaScript   October 2016
- Developed a web application at the Hello World hackathon based on Conway's Game of Life