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Samuel Ingram

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 215 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, Mocha

Projects

Parks and Wreck [*First Place Recipient*] - Java with LWJGL and dyn4j
- Won first overall hack at BoilerMake V out of 37 total finished projects
- Built a fast-paced multiplayer game where the objective is to be the quickest car valet out of all the players

Stack and Smash [*Second Place Recipient*] - HTML, CSS, and JavaScript with Node.js and p2.js
- Won second overall hack at BoilerMake VI out of 77 total finished projects
- Built a competitive tower building web game where players build as high as possible while shooting the opponent

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

Music in Games - HTML, CSS, and JavaScript
- 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
- Developed a web application at the Hello World hackathon based on Conway's Game of Life