SAMUEL DEMUTH
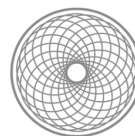
Pellston, MI
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Portfolio | LinkedIn | Github

EDUCATION AND CREDENTIALS

OREGON STATE UNIVERSITY	BACHELOR OF SCIENCE (B.S.) IN COMPUTER SCIENCE	*Expected Aug 2023*
AMERICAN MILITARY UNIVERSITY	BACHELOR OF BUSINESS ADMINISTRATION (B.B.A.)	COMPLETED *May 2019*

SKILLS

JavaScript, NodeJS, ReactJS, Express, Python, HTML, CSS, MongoDB, Git, REST APIs

PROJECTS

EXERCISE TRACKER, HTTPS://EXERCISE-TRACKER290.NETLIFY.APP JAN 2022 TO MAR 2022
- Full-stack MERN app that performs all four CRUD operations allowing the user to add, edit, and delete exercise records.
- Model-View-Controller (MVN) design pattern is used in this project, where React serves as the View, MongoDB as the model, and Express as the Controller.
- Client-side deployed using Netlify, server-side deployed using Heroku.

MAPTY, HTTPS://GITHUB.COM/DEMUTHSA/MAPTY AUG 2021 TO FEB 2022
- Created using HTML, JavaScript, CSS
- Client-side application that fetches geolocation and logs workouts with location, distance, time, pace and cadence on a map.
- APIs implemented are Leaflet, for map rendering, and local storage to store data entered into the browser.

HASAMI SHOGI, HTTPS://GITHUB.COM/DEMUTHSA/HASAMISHOGI AUG 2021 TO NOV 2021
- Traditional Japanese chess game where two players clash on a 9x9 board with an objective of capturing all or eight of an opponent's pieces.
- Created with Python using encapsulation with the implementation of classes, methods and private data members.
- Text-based user interface that keeps track of players turn, score, valid moves, and state of game.

ROCK PAPER SCISSORS, HTTPS://GITHUB.COM/DEMUTHSA/ROCK-PAPER-SCISSORS DEC 2020 TO JAN 2021
- Leveraged HTML, CSS, and JavaScript to fashion an interactive single player graphical version of the famous rock, paper, scissors game played in the browser.
- Gained experienced utilizing web programming technologies to create a strategic game with a deep understanding of functions, styling, and algorithms.
- First project as part of The Odin Project.

PROFESSIONAL EXPERIENCE

ELECTRONICS TECHNICIAN (UNITED STATES NAVY RESERVES), *Active Secret Clearance* MARCH 2015 TO PRESENT
- Triumphed recognition as 2019 Employee of the Quarter & 2019 Employee of the Year for excellent service and outstanding contributions.
- Operate as the command career counselor for current unit of 20 personnel and direct reports, communicating effectively and providing clear and actionable guidance and assistance.
- Offer training and mentorship for 5 direct reports with no prior experience, in qualifying Theater Anti-Submarine Warfare; provided comprehensive instruction to ensure new personnel were well-equipped to excel in respective roles and follow organizational processes and procedures.
- Leverage radar and complex ship systems to detect and track threats and utilize electronic countermeasure methods to thwart other radars and sensors.
- Uphold integrity of electronic equipment, including repairs and calibrations.

OPERATIONS SPECIALIST (UNITED STATES NAVY) OCTOBER 2009 TO JUNE 2013
- Piloted a team of 23 personnel in deactivation of equipment and more than 250 spaces, executing novel methods and process optimizations resulting in completion two weeks ahead of schedule.
- Functioned as the Lead Communication Data Link System (CDLS) operator responsible for ensuring availability of networks for operators to complete over 65 rewarding missions.
- Enhanced mission readiness with training of 17 personnel through supervision and collaboration of counterpart work stations.