Samuel Gibson

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Experience

Freelance Software Engineer   **March 2024 - Present**
Software Engineer   *Remote, WA*
- Developed an image gallery web application featuring CRUD functionality and a tag and filter system with ASP.NET Blazor and Azure Static Web Apps, enhancing client's productivity, outreach, and organization.
- Architected Azure infrastructure for serverless backend with Azure SQL Server, Blob Storage, and Functions.
- Communicated regularly with client throughout the software development lifecycle, retrieving and integrating feedback at all stages, updating and clarifying requirements, successfully meeting deadlines.
- Provided application maintenance by regularly debugging issues, refactoring, and integrating new features.
- Integrated Twitter and Bluesky APIs for simultaneous uploading of images to blob storage and social media platforms, reducing the client's time spent uploading and sharing images by 75%.

Washington State University   **Jan 2023 – May 2023**
Data Structures & Algorithms Teaching Assistant   *Everett, WA*
- Provided Zoom office hours twice a week, assisting students with algorithm design, data structures, environment setup, troubleshooting, and technical issues in Java, improving class grade average by 25%.
- Graded 80 assignments in an online class of 20 students, allowing the professor increased productivity.

Education

Bachelor of Science in Software Engineering, *Washington State University, Everett.*   **Aug 2021 – Dec 2023**
- Achieved President's Honor Roll during 4 terms.
- Awarded the Boeing Scholars Scholarship for participation in the Boeing Scholars program.

Technical Skills

- Languages: C#, TypeScript, JavaScript, Java, Python, HTML, CSS, SQL, MATLAB.
- Technologies: .NET, Azure, ASP.NET, Blazor, React, Redux, Axios, NUnit, JUnit, Git, Maven, Mockito, AWS, APIs.

Notable Projects

D2Loadouts.com   **June 2024 – Present**
Front End Developer   *Remote, WA*
- Collaborated in an agile team to build a high-performance web application on AWS to aid players of Destiny 2 in creating optimal character loadouts, serving over 487 unique active users.
- Optimized over 30,000 armor combinations to less than 100ms of computation time using max heap.
- Implemented IndexedDB and Axios for OAuth with Bungie API, optimizing user login experience.
- Developed responsive UI with React and Material-UI using Redux for state management.

BanWho.info   **Jan 2024 – March 2024**
Full Stack Developer   *Remote, WA*
- Independently developed a full stack web application to discover and display statistics from raw data retrieved by the Riot Games API with Azure App Service, SQL Database, Entity Framework Core, and ASP.NET Blazor**.**
- Scheduled automated back-end tasks with Quartz, efficiently processing over 100,000 new data entries at 60-minute intervals, ensuring database and results are always updated and accurate.

Boeing Scholars Bolt Preload Analysis   **Aug 2022 – May 2023**
Software Engineer   *Everett, WA*
- Led a cross-functional team in developing a Python prediction and data visualization app based on experimentation on the preload loss of bolted joints, landing the team in the WSU Business Competition finals.
- Generated critical preload loss timeframe based on parameters and exponential model to 90% accuracy.
- Elicited and analyzed software specifications by regularly communicating with stakeholders over 8 months.
- Documented architecture, systems, and logic for the application both in technical papers and code comments.