

Samuel Gibson

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Education

Bachelor of Science in Software Engineering
Washington State University, Everett, WA

August 2021 – December 2023

Technical Skills

Languages: C#, Java, Python, Javascript, HTML, CSS.

Frameworks: JUnit, NUnit, WinForms, Monogame, Godot, NodeJS, Express, .NET, Blazor.

Tools/Platforms: GitHub, Gradle, Checkstyle, Azure, Neo4j, GitHub Actions.

Experience

Data Structures and Algorithms Teacher Assistant
Washington State University, Everett, WA

January 2023 – May 2023

Taught students data structure fundamentals, algorithms, Java, and Object-Oriented Design.

- Graded and assisted students for 4 hours per week with programming assignments in an online class of 20.
- Provided Zoom office hours twice a week for 4 months, answering student questions and providing guidance on algorithm design, programming environment setup, object-oriented philosophy, and Java syntax, contributing to overall class success.

Projects

BanWho? Data Analytic Web App (C#)

January 2024 – March 2024

Full-Stack data analytic web app designed for players of the video game League of Legends, enabling them to make impactful gameplay decisions.

- Setup and managed an Azure web app service and database to deploy full stack Blazor app.
- Utilized the clean architecture pattern to securing the back end and enhance the maintainability of the app.
- Developed algorithms for gathering, crawling, aggregating, and storing of over 100,000 data entries from the Riot games API, resulting in accurate data equal to other existing sources.
- Set up scheduling of repeated Quartz background jobs to ensure database contains updated and accurate data.

Bullet Hell Game (C#)

January 2023 – May 2023

2D Bullet Hell videogame created with the Monogame framework.

- Collaborated in-person and online with 2 other peers by utilization of GitHub.
- Produced 6 UML documents for software systems and subsystems.
- Integrated software design patterns such as observer, command, strategy, singleton, composite, and flyweight improving development efficiency for all team members.
- Exercised software design principles such as encapsulation, coupling, open-closed, substitution, enabling maintainability and code quality.

Boeing Scholars Bolt Preload Analysis App (Python)

August 2022 – May 2023

Python application for generating a prediction for when a particular bolt will require maintenance due to preload loss. Part of the multi-disciplinary Boeing Scholars program and WSU Business Plan Competition.

- Elicited software requirements by regularly emailing and participating in video conferences with 2 Boeing clients over the course of 8 months.
- Integrated and visualized data collected through electrical and mechanical experimental setups into Python application with Tkinter, enabling clear communication of the team's work.
- Performed in an agile team of 5 consisting of Mechanical, Electrical, Business, and Communication majors.
- Performed 4 presentations to expert and non-expert audiences throughout each development stage.