# Samuel Gibson

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## Education

**Bachelor of Science in Software Engineering – 3.5 GPA** **August 2021 – December 2023**
Washington State University, Everett, WA

## Technical Skills

**Languages:** C#, Java, Python, Javascript, HTML, CSS.
**Frameworks:** Blazor, .NET, JUnit, NUnit, WinForms, Monogame, Godot, NodeJS, Express, ReactJS.
**Tools/Platforms:** Azure, Gradle, Checkstyle, GitHub, Neo4j, GitHub Actions.

## Experience

**Data Structures and Algorithms Teacher Assistant** **January 2023 – May 2023**
Washington State University, Everett, WA
• 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, assisting students with algorithm design, programming environment setup, object-oriented philosophy, and Java syntax, contributing to overall class success.

## Projects

**Artist Gallery Site (C#)** **March 2024 – May 2024**
• Developed a static web application for upload, retrieval, and management of images, image tags, and text with **Azure Static Web App**, **SQL Database**, **Azure Blob Storage,** and **Azure Functions** in **Blazor**, improving the client's outreach and reducing service costs by 33%.
• Utilized GitHub authentication to prevent anonymous PUT, POST, and DELETE Azure Functions **REST API** calls.
• Designed attractive mobile-friendly **MudBlazor** front end for display of images and admin functionalities.

**BanWho? Data Analytic Web App (C#)** **January 2024 – March 2024**
• Developed a **full stack** web application that discovers and displays patterns and statistics from raw data retrieved from the Riot Games API with **Azure App Service**, **SQL Database**, and **Entity Framework Core** in **Blazor.**
• Designed and programmed algorithms for gathering, crawling, aggregating, and storing of over 100,000 data entries at scheduled intervals, resulting in accurate and understandable data presented to users.

**Bullet Hell Game (C#)** **January 2023 – May 2023**
• Integrated software design patterns such as observer, command, strategy, singleton, composite, and flyweight, resulting in a robust software system, enabling the creation of a scalable and easily modifiable 2D game.
• Exercised software design principles such as encapsulation, coupling, open-closed, substitution, enabling maintainability and code quality.

**Checkstyle Plugin (Java)** **August 2022 – December 2022**
• Developed a plugin that checks additional metrics with Eclipse Checkstyle including 5 Halstead metrics: difficulty, effort, length, vocabulary, and volume to further enforce maintainability and quality of code.
• Utilized white and black box test cases focusing on branch, statement, and fault coverage, resulting in an accurate and efficient plugin.

**Boeing Scholars Bolt Preload Analysis (Python)** **August 2022 – May 2023**
• Worked as the primary application developer in a multi-disciplinary team to integrate and visualize preload loss data collected through electrical and mechanical experimental setups into a portable application with **Tkinter**, enabling a clear presentation of the team's results.
• Performed 4 presentations to expert and non-expert audiences throughout each development stage.
• Elicited software requirements by regularly communicating with 2 Boeing clients over the course of 8 months.