Samuel Gibson

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Education

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

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 **January 2023 – May 2023**
Washington State University, Everett, WA

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.

Projects

Artist Personal Site (C#) **March 2024 – April 2024**

Personal public static web app developed for a client including image gallery and other information.
• Setup and managed an Azure static web app instance, Azure functions, and Azure database.
• Utilized the data API builder and Azure functions to provide secure admin data upload and retrieval from database and blob storage through a secure admin panel, increasing client's productivity.
• Designed attractive MudBlazor front end including admin page secured with role management and a GitHub authentication provider as per client requests, increasing client's outreach.

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.
• Utilization of the clean architecture pattern, enhancing 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.
• Scheduling of repeated Quartz background jobs to ensure database contains updated and accurate data.

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.
• Communicated with 2 Boeing clients in the form of monthly report outs and video conferences over the course of 8 months.
• Elicited software requirements by regularly emailing and participating in video conferences with clients
• Integrated and visualized data collected through electrical and mechanical experimental setups into Python application with Tkinter.
• Performed in an agile team of 5 consisting of Mechanical, Electrical, Business, and Communication majors.