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, Typescript, HTML, CSS.
Frameworks: Blazor, .NET, JUnit, NUnit, WinForms, Monogame, Godot, NodeJS, Express, React.
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
• Assisted and graded programming assignments for an online class of 20 students, dedicating 4 hours weekly.
• Conducted Zoom office hours twice a week, aiding students in algorithm design, programming environment setup, object-oriented principles, and Java syntax, increasing overall success of the class by 25%.

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, productivity, 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 implemented 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**
• Applied software design patterns (observer, command, strategy, singleton, composite, flyweight) to create a scalable 2D game.
• Employed design principles such as encapsulation, coupling, open-closed, substitution for 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**
• Led software development in an **agile** multi-disciplinary team to integrate and visualize preload loss data collected through electrical and mechanical experimental setups into a portable application with **Tkinter**, enabling clear presentation of the team's results, landing the team in the WSU Business Competition finals.
• Delivered 4 presentations to varied audiences throughout each development stage.
• Elicited software requirements by regularly communicating with 2 Boeing clients over the course of 8 months.