Samuel Gibson

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Portfolio | GitHub | LinkedIn

Experience

D2Loadouts.com   **June 2024 – Present**
Founder, Front End Developer   *Remote, WA*
- Collaborated with one developer in an agile setting to design, document, and build a web application hosted on AWS, providing 7,000 users with features that improve the efficiency of Destiny 2 related actions via Bungie API.
- Leveraged front-end technologies such as TypeScript, React, and MUI to develop a responsive, high-quality, and feature-rich user interface, enabling superior ease of use and clear user feedback.
- Developed reusable, modular, and extendable React components with strict separation of concerns, improving the ability to evolve the product.

Volunteer Software Engineer   **March 2024 - Present**
Independent   *Remote, WA*
- Developed a static web application for upload, retrieval, and management of image data, tags, and text with Azure Static Web App, SQL Database, Azure Blob Storage, and Azure Functions in ASP.NET Blazor, fulfilling client requirements, and improving productivity and outreach.
- Utilized GitHub OAuth to prevent anonymous calls to backend APIs, protecting sensitive resources.
- Communicated regularly with client throughout the software development lifecycle retrieving and integrating feedback on development on all stages.
- Maintained the application by regularly debugging encountered issues, updating dependencies, refactoring, and integrating new features per client request.

Data Structures and Algorithms Teaching Assistant   **Jan 2023 – May 2023**
Washington State University   *Everett, WA*
- Provided Zoom office hours twice a week, assisting students with algorithms, data structures, environment setup, 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.

Technologies and Languages

- Languages: C#, TypeScript, JavaScript, Java, Python, HTML, CSS, SQL.
- Technologies: .NET, Azure, ASP.NET, Blazor, React, Redux, NUnit, JUnit, Gradle, Maven, GitHub, AWS.

Education

Bachelor of Science in Software Engineering, *Washington State University, Everett.*   **Aug 2021 – Dec 2023**

Notable Projects

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**.**
- Developed algorithms for efficiently gathering, crawling, aggregating, and storing of over 100,000 data entries in a database at 60 minute intervals, resulting in accurate, updated, and comprehensible data presented to users.

Boeing Scholars Bolt Preload Analysis   **Aug 2022 – May 2023**
Software Engineer   *Everett, WA*
- Led application development in an agile cross-functional team to visualize data with Python Tkinter, enabling effective presentation of the team's findings, landing the team in the WSU Business Competition finals.
- 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.