

# Samuel Gibson

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[Portfolio](#) | [GitHub](#) | [LinkedIn](#)

## Experience

### D2Loadouts.com

June 2024 – Present

*Founder, Software Engineer*

*Remote, WA*

- Collaborated with one developer in an agile setting to design, document, and build a web application hosted on AWS, providing over 7,000 users with features that efficiently perform in-game actions for the game, Destiny 2.
- 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, clarity, and user feedback, receiving praise from users.
- Developed reusable, modular, and extendable React components with strict separation of concerns, improving ease and rate of implementing new features and bug fixes.

### Freelance Developer

March 2024 - Present

*Volunteer Software Engineer*

*Remote, WA*

- Developed a public 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 customer requirements, and improving their productivity, outreach, and organization.
- Utilized GitHub OAuth to prevent anonymous calls to backend APIs, protecting sensitive storage resources.
- Communicated regularly with customer throughout the software development lifecycle, retrieving and integrating feedback on development on all stages, successfully meeting all deadlines.
- Maintained the application by regularly debugging encountered issues, updating dependencies, refactoring, and integrating new features per customer request.

### Washington State University

Jan 2023 – May 2023

*Data Structures & Algorithms Teaching Assistant*

*Everett, WA*

- Provided Zoom office hours twice a week, assisting students with algorithm design, 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 into a database at hourly 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.