

Samantha Adams

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EDUCATION

College of the Holy Cross | Worcester, MA

Expected May 2026

Bachelor of Arts in Computer Science, Minor in Geosciences | Dean's List Spring 2024, Fall 2024

Relevant Coursework: Software Engineering, Data Structures & Algorithms, Analysis of Algorithms, Machine Learning, Computer Systems & Organization, Discrete Mathematics, Techniques of Programming

SKILLS

Languages: Python, C++, JavaScript/HTML/CSS, Java, C#, MIPS Assembly

Technologies/Frameworks/Tools/Other: React, Express.js, Node.js, MATLAB, Git, Postman, Unity, Logisim, Arduino, Django, MongoDB, PostgreSQL, Jira, Agile, Figma

PROJECTS

PlayVault: Video Game Log Website | Python, Django, PostgreSQL | [Github](#) October 2024 - December 2024

- Direct team of 2 by creating and assigning **Jira** stories for each sprint, ensuring structured progress
- Develop **API endpoints** to fetch and store external video game data into a **PostgreSQL** database
- Write AJAX in **HTML** files to update JSON-rendered changes immediately after form submissions, improving user interactivity and experience

Althea: Medicine Tracker | JavaScript, Python, React, Django, PostgreSQL | [Github](#)

October 2024

- Collaborated with 3 peers on **award-winning** medication side effect detector at HackHarvard
- Tested **PostgreSQL** database calls using **Postman**, saving over 2 hours of debugging work
- Developed 5 front-end pages with **React** to display medications corresponding to user symptoms

BearChat: Messaging Site | JavaScript, MongoDB, React, Node.js, Express.js | [Github](#)

June 2024 - July 2024

- Created 3 **MongoDB** collections for user, message, and conversation data storage
- Imported 6+ libraries/plugins, such as **bcrypt**, for enhanced encryption
- Included real-time online user statuses with **Socket.io**

FPS Game | C#, Unity | [Github](#)

July 2023

- Implemented 5 **UI** controls and displays for the player to efficiently be aware of the game state
- Utilized **Unity's** rendering pipeline to integrate 2D elements into a 3D scene
- Used **object-oriented programming** in 7+ **C#** files, widely focusing on inheritance

EXPERIENCE

Student IT Consultant | College of the Holy Cross | Worcester, MA

August 2023 - May 2024

- Resolved issues through terminals for faculty, reducing repeat tickets by 50%
- Maintained the inventory of more than 300 loaner devices to the student body
- Responded and navigated through Solarwinds ticketing system of over 25000 tickets

ORGANIZATIONS & ACTIVITIES

Competitive Coding, Python for Business Analytics Bootcamp Teaching Assistant, Computer Science Peer Mentor, ColorStack, Rewriting the Code, Latin American Student Organization (community outreach), Peace of Mind (publicist), Collegiate Esports

