

# 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

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

## 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 - Present

- Lead team of 2 by creating and assigning Jira stories for each sprint, ensuring structured progress
- Develop API endpoints to fetch and store video game data from external source into a PostgreSQL database
- Write AJAX in HTML files to dynamically 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 to display medications corresponding to user-inputted symptoms, parsed from the official FDA website using Google Cloud SDK's Gemini AI

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

June 2024

- Created 3 MongoDB collections for user, message, and conversation data storage
- Imported 6+ libraries/plugins, such as bcrypt, for enhanced encryption and security
- 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
- Blended 2D graphics into a 3D scene by rendering 2D sprites to be perpendicular to the player camera
- 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

- Fixed 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

