SAM SCHOOLER

Web Developer | Student

Minneapolis, Minnesota

WORK EXPERIENCE

SAM.INK WEB DESIGN

Owner | 2014 – Current

I am a passionate self taught programmer who has been coding since I was 12 years old. Using these skills, I contract with companies to improve their websites and software architecture. Examples include assisting a 20 million dollar medical device repair company. I increased their sales by creating a mobile version of their medical device RMA form. This application aided medical institutions to quickly report damaged medical equipment without having to go to a desktop computer.

- Given a vague problem, and must use problem solving skills to produce an acceptable product for the client.
- Managed all aspects of talking to clients, payments, and communication.
- Great communication to client.

CRAZYVENDORS

Co Founder | 2008 – 2015

At age 12, I recognized the opportunity to sell popular collectible pencil toppers. I tracked down the original manufacturer from Arizona in order to sell them at my middle school locker. After the school prohibited in school sales, I went out and purchased 5 commercial gumball machines. I then approached local business owners offering them a cut of sales in return for placement of a vending machine in the business.

EDUCATION

UNIVERSITY OF DENVER

Bachelor of Science - Computer Science | 2015 – Current

Pursuing a Bachelor Degree in Computer Science with minors in Business/Entrepreneurship, Math and Spanish. I was accepted into the Creativity and Entrepreneurship Living and Learning Community. This program only accepts 25 students a year.

EDINA HIGH SCHOOL

2011 – 2015

GAME FULL OF ANIMALS

Co-Creator | Jan, 2016

I, along with a friend, created a networked local multiplayer arcade game. We used Java, and the LibGDX framework to create both a desktop app to act as a server, and both an iOS app and an Android app to act as the remotes. I built the networking interfaces to allow the server and client to communicate with low latency over the local area network.

BOWRUN

Creator | 2014

I wrote the game with LibGDX, a Java framework that allows the app to be compiled to both iOS and Android devices. On the first day of release, I had 700 downloads; first week: 2.5K. This app was also nominated for the Congressional App Challenge. It won 1st place in 2 districts, and received an award from both US House Representatives Keith Ellison, and Erik Paulson.

QQUESTS

Creator | 2011 – 2013

I created server plugins for Minecraft Bukkit servers. My most successful plugin, qQuests has almost 50,000 downloads alone. This plugin allowed people to take quests, and be reward for completion. My goal with this plugin was to make it massively customizable. I wrote the plugin in Java, and interfaced with the Bukkit Java API.

GAMEBRAVE.COM

Creator | 2008 – 2012

The now defunct gamebrave.com, was my first big project. In middle school all of the flash game websites were blocked. Naturally, I built my own from the ground up. I learned PHP, MySQL, Javascript, and HTML/CSS along the way. By the end of the year I owned the market of kids playing online games at South View Middle School.

SKILLS

| HTML5/CSS3 | SASS | Javascript | jQuery | Node.js |

| Express.js | Java | Git | Project Management |

| Photoshop/Illustrator | Unix/Linux |

CONTACT INFORMATION

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S   STANDARD
R   RESUME