Sam Basile

EDUCATION:

University of Colorado at Boulder   Expected May 2023
B.A. in Computer Science   *Boulder, CO*
Minor in Business
- Relevant Coursework: Operating Systems, Computer Security, Algorithms

WORK EXPERIENCE:

Trimble   May 2022 to August 2022
Software Engineering Intern   *Westminster, CO*
- Worked with the frontend team of the SketchUp 3D Warehouse
- Used Vue to develop parts of the next gen website, such as search bars, cards, carousels
- Increased code coverage by creating automated tests using Jester and UI component tests with Cypress
- Implemented a functional search bar with Tailwind, SASS, and VueX

CableLabs   May 2021 to August 2021
Software Engineering Intern   *Boulder, CO*
- Completed tickets involving microservices to handle data and business logic of the backend with REST calls that deployed with Docker or Kubernetes
- Wrote a full test suite to automate UI testing using Selenium which saved weeks of time for a team member
- Used programs such as Wireshark to collect wireless and cellular data to aid in the development of an algorithm
- Updated the dependency trees of older Java software to mitigate security vulnerabilities
- Added detailed logging and monitoring to a monolith service using Prometheus

TECHNICAL SKILLS:

Languages	Typescript, Java, C, Python, JavaScript, NodeJS, CSS
Tools	Docker, Git, Maven, Jira, Wireshark, Selenium
Frameworks	Express, ReactJS, Vue, Mocha, Jester, Cypress
Database	MongoDB, Redis, PostgreSQL

PROJECTS:

Twitch Overlaps | *Typescript, Python*
- Tracks which channels users of Twitch are watching using Typescript, data is saved with PostgreSQL
- Using Python, the data is analyzed to make recommendations to users and detect communities

Twitch Logger | *Typescript*
- Uses the Twitch API to record all chat messages in user-defined channels and stores them.
- Logs are stored with MongoDB can be queried with a variety of metadata tags and includes support for regex.
- The results are served over a REST API running with the Express framework and is packaged with Docker.

UTF Pacman | *C++*
- Fully functional clone of Pacman that runs in the Linux terminal. Uses extended Unicode characters as the game characters and uses the new curses library to print and color them as well as take keyboard input.