Sam Bingham

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Skills

Languages/frameworks: TypeScript, JavaScript, Python, C++, SQL, Angular, Node.js, Express, Firebase, JWT, MVC

Tools/platforms: Docker, Git, GitHub, GitFlow, PostgreSQL, Kafka, Linux, Jira, Confluence, Agile/Scrum

Experience

Software Engineering Intern, GeoComm – Remote   June 2025 – Present

- Contributed Angular/TypeScript components to real-time public safety tools, improving UI usability
- Helped to develop microservice APIs within a Dockerized architecture using Node.js, Kafka, PostgreSQL, Elasticsearch
- Participated in Agile sprints using Jira, GitFlow, and Confluence for streamlined development, planning, and documentation workflows

Electronics Sales Associate, Walmart – Rexburg, ID   Mar 2023 – May 2025

- Maintained high performance in fast-paced retail environments while balancing a full-time engineering course load
- Demonstrated reliability, adaptability, and strong communication across varying schedules and roles

Projects

Personal Styling Assistant   github.com/sambingham0/ClothingPicker

- Full-stack web application with Angular 20, Node.js/Express, and PostgreSQL featuring JWT authentication, file upload system, and visual outfit selection interface.
- Containerized with Docker and deployed production images to Docker Hub with multi-container orchestration using Docker Compose and Nginx reverse proxy.

Idaho Parks Explorer   sambingham0.github.io/GISParksMap

- Developed a responsive web mapping application using ArcGIS JavaScript API to help users discover and navigate Idaho's parks.
- Implemented advanced search, geocoding, real-time location services, and accessibility compliance.

Snake   github.com/sambingham0/snake

- Built a Python-based Snake game with sound effects, power-ups, and high score tracking using Pygame.
- Added error logging and modular design for enhanced gameplay and maintainability.

Education

School – Brigham Young University - Idaho   Apr 2026

Degree – Bachelor of Science in Software Engineering   3.8 GPA