

# Sam Bingham

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## Skills

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

**Tools/Platforms:** OpenAI API integration, Docker, Git, GitHub, GitFlow, PostgreSQL, Linux, Jira, Confluence, Agile/Scrum

## Experience

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**Software Engineering Intern**, GeoComm – Rexburg, ID

June 2025 – Present

- Contributed Angular/TypeScript components to real-time public safety tools, improving UI usability.
- Collaborated and worked with microservice APIs in a Dockerized environment using Node.js, Kafka, PostgreSQL, and 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

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**Personal Styling Assistant**

[github.com/sambingham0/ClothingPicker](https://github.com/sambingham0/ClothingPicker)

- Full-stack web app built with Angular 20, Node.js/Express, and PostgreSQL featuring JWT authentication, file upload system, and visual outfit selection interface.
- Containerized with Docker and deployed locally with Nginx reverse proxy.

**Idaho Parks Explorer**

[sambingham0.github.io/GISParksMap](https://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](https://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

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**School** – Brigham Young University - Idaho

Apr 2026

**Degree** – Bachelor of Science in Software Engineering

3.8 GPA

**Relevant Coursework** – Data Structures & Algorithms, Software Architecture, Database Design, Web Development, Systems Programming