Samuel C. Hsu

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EDUCATION

Computer Science   August 2017 – May 2021
San Diego State University
- Graduated May 2021 with a Bachelor's Degree in Computer Science

WORK EXPERIENCE

Full Stack Intern to Developer   November 2020 – September 2021
*Mathly - (E-Learning Startup for teaching K-12 students)* ⎋
I worked in Full Stack Development, focused on AWS and React.js (frontend) with Node.js (backend):
- Developed a Stripe payment/checkout system that uses Express Serverless as backend to make RESTful API requests to Stripe and store customer information, such as customerId, into MS SQL database (hosted on AWS RDS)
- Configured AWS CodePipeline to deploy from GitHub to Cloudfront
- Formulated a function that fetches data from MathPix API and parses it into readable equations

Web Designer   September 2020 – present
Open Dyalog - (Non-Profit Organization) ⎋
I am working remotely to make the website a central hub:
- Maintained a website with 500+ users and 3000+ pageviews
- Designed modals and components using UI/UX knowledge
- Implemented Google Analytics to accurately track growth in users and pageviews

Student IT Technician   September 2018 – May 2020
San Diego State University
I worked in the College of Sciences as an IT:
- Evaluated and restored broken computers using Microsoft Deployment Tool
- Understood both computer hardware and software to accurately report results to supervisor
- Communicated effectively with professors and students upon deployment of their systems

TECHNICAL SKILLS

**Programming Languages / Version Control / Operating Systems**
- Javascript, HTML/CSS, C, Python, SQL, Git, Linux, Windows, MacOS

AWS Cloud Services
- Cloudfront, CodePipeline, RDS, Cognito, API Gateway, Lambda

PROJECTS

Web Portfolio - React Site
- Designed and built a website with React that demonstrates my Javascript, HTML, and CSS knowledge while showcasing my projects ⎋

Spootify - Web App
- Deployed a Full Stack Web App that utilizes Spotify API to obtain and display user's most played tracks within a specified time period ⎋

A* Path-Finding Visualizer - Python App
- Created a Pygame App that displays how the algorithm searches the shortest path using a heuristic approach ⎋

The Aftermath - 3D Game
- Collaborated with a team on GitLab to design and deliver a Top-Down Perspective game on Unity using C# ⎋