

# Samuel C. Hsu

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## EDUCATION

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### Computer Science

August 2017 – May 2021

San Diego State University


- Graduated May 2021 with a Bachelor's Degree in Computer Science

## WORK EXPERIENCE

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### 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

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### 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

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### Spotify - 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# 