

# Samuel Mark

Software Engineer (match to job description)

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## SUMMARY OF QUALIFICATIONS (optional &|| tailor to job)

Highly creative software engineer and artist driven to conceptualize new and innovative concepts in software. Help teams and companies organize and manage data, debug programs, provide recommendations, and design products that enhance user experience.

## SKILLS

**Languages Libraries and Frameworks** - JavaScript, HTML5, CSS 3, Python, Node.js, Express, React, JSON

**Database** - MongoDB, Mongoose, PostgreSQL

**Other** - RESTful APIs, Git & GitHub, EJS, AJAX, Bootstrap

## SOFTWARE DEVELOPMENT PROJECTS

November 2021 - May 2022

**Compend | Full Stack Adventure Compendium Web Application** (Django, PostgreSQL, Bootstrap)

- Crafted detailed planning documents including user-flow and wireframes to develop for a fully responsive mobile and desktop application.
- Utilized the Bootstrap toolkit to construct simple and intuitive HTML and CSS designs, allowing for easy and clean navigation and input.
- Engineered a decoding process for converting .csv files into database entries, allowing users to upload hundreds of lines of data with ease.

**Launch-a-probe | Full Stack Interstellar Exploration Simulation** (Django, PostgreSQL, Three.js)

- Developed design and planning materials for a complex web application, allowing for a full CRUD application with three data models to be finished within two weeks.
- Invented a procedural generation system for new user creations and discoveries causing new discoveries to have unique names and appearances.
- Utilized Django's Function views to trigger modifications to the PostgreSQL database tables, including many-to-many relationships, allowing users to see other users that have visited their content.
- Constructed Three.js scripts, allowing dynamic 3D animated and post-processed representations of discoveries to be displayed on-page.

**Revuu | Full Stack Review Platform** (Node.js, React, Mongoose & MongoDB, Passport.js)

- Collaborated with and mentored team members to create a web application allowing users to leave reviews on media, services, and products, receiving commendations from collaborators.
- Conducted small-scale user research via Google Forms to evaluate user expectations and translated data into mobile-first wireframes for UX and design.
- Connected front-end React application with back-end Express server and MongoDB allowing users to create, delete, and manage posted reviews.
- Designed custom node script to facilitate testing allowing the team to significantly increase productivity during the development cycle.
- Implemented authentication functionality allowing users to securely log in to the live server.
- Aided and coached team members in graphic design, UX, and debugging, allowing for a visually cohesive and functional MVP.

**Intangicart | Full Stack Exchange Application**

(Node.js, Express, EJS, CSS Grid, Mongoose & MongoDB, Google Oauth2.0)

- Partnered into a team of two to construct a pseudo-asset exchange marketplace allowing users to construct assets and sell them directly to others.
- Utilized RESTful routes to communicate data between Express server back-end and EJS front end UI.
- Linked CRUD functions to MongoDB database allowing users to manage their collection.
- Implemented MVC file organization to adhere to industry standard software design.

#### **My Little Beholder | JS Web Adventure** (JavaScript, HTML5, CSS Flexbox, jQuery)

- Created an adventure game utilizing JavaScript functions to guide players through creating a beholder character and guiding it through a series of choices.
- Implemented CSS Flexbox styling to create intuitive UX, as well as a graphic design easter-egg.

### **PROFESSIONAL EXPERIENCE**

**SciGenius**, STEAM Instructor | Ashburn, VA

**July 2019 - April 2022**

- Spearheaded educational program strategically designed to instruct elementary-aged students on STEAM concepts, utilizing user experience best practices.
- Created impromptu chess program utilizing limited resources and design, for the beginning of 2020, resulting in a successful continuing online chess program.
- Coordinated with other instructors and software developers to refine an elementary-age appropriate online chess platform based on strategies implemented by chess masters.

**Costco**, Order Picker | Lynnwood, Washington

**April 2017 - November 2018**

### **EDUCATION**

**General Assembly | Remote Flex**

**November 2021 - May 2022**

Full-stack software development immersive student in an intensive, 24 week, 420+ in-class hour program focused on product development fundamentals, object-oriented programming, MVC framework, data modeling, and team collaboration and communication strategies. Demonstrated technical proficiency through development of increasingly more advanced web applications.

**Virginia Commonwealth University | Richmond, Virginia**

*Bachelor of Fine arts in Kinetic Imaging*

**August 2009 - June 2014**

### **OTHER SKILLS**

**Software** - Adobe Photoshop, Unity3D, Excel, Figma, Autodesk Maya, Cinema 4D