

# Samuel Mercier

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GitHub: <http://github.com/samontea>

## Education

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### Purdue University

West Lafayette, IN

B.S. in Computer Science Honors, B.S. in Mathematics, GPA: 3.52/4.0

May 2019

#### Relevant Course Work

o Completed: CS 251 *Data Structures and Algorithms*, MA 353 *Linear Algebra II*

o In Progress: CS 381 *Intro to Algorithm Analysis*, CS 252 *Systems Programming*, STAT 416 *Probability*

**Awards:** Purdue Presidential Scholarship & Purdue Marquis Scholarship

Fall 2015–Present

## Technological Experience

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### Programming Languages/Frameworks

o Proficient: C/C++, Phoenix, Ruby, & Rails

o Familiar: Elixir, Emacs Lisp, Java, & Python

## Work Experience

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### CS 240 Undergraduate Teaching Assistant

January 2016–May 2016 & August 2016–Present

Assist in teaching CS 240 *Programming in C* in weekly lab classes & preparing materials (labs, exams, etc.)

### Software Engineer Intern Fullstack Springbuk

June 2016–August 2016

As an intern project led development on an onboarding application for new customers. Worked as a normal software engineer on their Rails web application. Improved frontend/backend communication.

*Technologies:* PostgreSQL with ActiveRecord as a wrapper, Ruby, Ruby on Rails, JQuery.

### CS USB Help Room Tutor

September 2015–December 2015

Tutored in CS 180 *Object-Oriented Programming* and CS 240 *Programming in C*.

## Other Experience

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### BoilerMake Hackathon Executive Board (Dev & User Experience Team)

January 2016–Present

Made a small NodeJS application with a bunch of puzzles. Help plan and organize anything relating to resources/services for the hackers.

### Purdue FIRST Programs (IT Team)

August 2015–Present

IT Director

May 2016–Present

Currently leading development of a home brewed content management system. <http://github.com/purduefirst/cms>

*Technologies:* Elixir, Phoenix, Postgres, React, and Redux.

### FIRST Robotics Team 461–Westside Boiler Invasion

2012–2015

Lead development on a website in Rails freshman year. <http://github.com/frc461/website-2013>

Made a scouting system for recording data on other teams that consisted of a Node-Webkit application for data entry & viewing and a C program that processed and summarized the data sophomore year. It replaced the previous high tech paper system.

Programmed the robot in C/C++ junior year. It was awesome to get to do something that did more than make lights blink. <https://github.com/frc461/rowdy-15> <https://github.com/frc461/rowdy-16>