Samuel Mercier

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github: `http://github.com/samontea`

Education

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

Programming Languages/Frameworks

o Proficient: C/C++, Phoenix, Ruby, & Rails   o Familiar: Elixir, Emacs Lisp, Java, & Python

Work Experience

CS 240 Undergraduate Teaching Assistant   *January 2016–May 2016 & August 2016–Present*

Assisted 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 my intern project I lead development on an onboarding application for new customers. Otherwise I worked as a normal software engineer on their Rails web application.
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

BoilerMake Hackathon Executive Board (Dev & User Experience Team)   *January 2016–Present*

I made a small NodeJS web app that served up a bunch of puzzles I wrote. For the User Experience team I help plan and organize anything relating to the resources/services for the hackers.

Purdue FIRST Programs (IT Team)   *August 2015–Present*
IT Director   *May 2016–Present*

I'm currently leading development of a homebrewed content management system for more convenient data entry. `http://github.com/purduefirst/cms`
Technologies: Elixir, Phoenix, Postgres, React, and Redux.

FIRST Robotics Team 461–Westside Boiler Invasion   *2012–2015*

My freshman year on the team I lead development on a website in Rails that had a stupid number of features.
My sophomore year I 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. It replaced the very high tech paper system we used to use. The artificial limitations artificially imposed on us at robotics competitions made this a surprisingly difficult problem.
My junior year on the team I programmed the robot in C/C++. It was awesome to get to do something that did more than make lights blink.