# PROJECTS: http://www.github.com/sampsonbryce

## -EDUCATION-

CALIFORNIA STATE UNIVERSITY, CHICO

Expected 2018

Major: Computer Science

Major GPA: 3.95

Minor: Computer Animation and Game Development

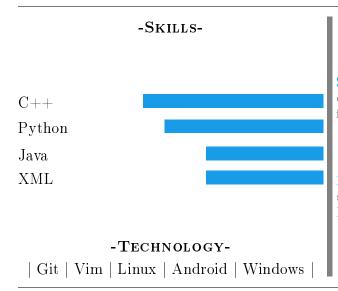
Cummulative GPA: 3.65

Relevant Coursework: Discrete Mathematics, Embedded Systems, Programming and Algorithms I,

Programming and Algorithms II, Algorithms and Data Structures

Coursework To Be Completed By Summer 2016: Operating Systems, System Architecture and

Performance, Intro to Databases



# -Involvements and Affiliations-ACM Club | CSU, Chico

Secretary: Participate in the organization of the club and teams for competitions. Design team shirts for all events.

# WEB DEVELOPMENT CLUB | CSU, CHICO

Member: Introduced to Languages and Technologies such as Angular JS, Foundation, Bootstrap, Git, Electron

#### 2014 LOCAL ACM COMPETITION

3rd Place

# -Projects-

**A\*** Pathfinding Algorithm(C++): I created a A\* Pathfinding program in C++ that allowed you to create a grid and designate the start, end, and obstacles.

CalCalc App(Java/XML): I worked with a partner to develop an application for Android devices that allows you to search foods using the USDA.gov National Nutrient Database, track the foods you eat, and calculate your expected calorie intake in order to gain/maintain/lose weight.

Battleship (Python): After learning Python, I developed a Battleship game that tracked statistics of the current game and allowed you to save, as well be played with two people on the same device.

## -WORK EXPERIENCE-

Desk Attendant - CSU, Chico

Current Employment

Provide high quality customer service

Custodial - CSU, Chico

Summer 2015

Worked and Communicated with a team Performed under a strict time schedule

Cook - Burger King, Mount Shasta

June 2013 - August 2014

Multi Tasked in the kitchen making orders, cleaning, and stocking food Provided high quality customer service

Communicated with a team in the kitchen to increase efficiency