# Sam Pratt

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#### **EXPERIENCE**

## **Software Developer - Ensemble Systems**

January 2020 - June 2021

- Wrote high quality, maintainable, production code for various applications, primarily using Javascript.
- Effectively managed time between multiple projects at once, working in both self-managed and large team environments.

# Major Projects:

- Developed the frontend for a major broadcast network's streaming service alongside a team. Used HTML, CSS, and KnockoutJS to create a cross-platform solution that works across platforms.
- Worked on several internal tools, including a customer management system used by the sales team.
- Built major features for an AEM Forms app with healthcare applications using Java and Javascript.
- Created the entire frontend for CGen, an Adobe Firefly app for tracking campaign codes. Built in React. Medium article on the project can be found here: sampratt.dev/cgen.

## **PROJECTS / CONTRIBUTIONS**

## **UVic Biomedical Design Team**

- Club goal: modify a Prusa3D printer to print a hardening foam with variable densities with the goal of creating artificial bones.
- Modified the slicing software PrusaSlicer in C++ to include density data alongside the software team.
- Created a python script that generates random density data for a 3d model to be used for test prints.

#### **BC Ferries API**

- An open source API for retrieving current data on BC Ferries sailings.
- Web scraper gets data from the BC Ferries website and returns a structured schedule.
- Built using Go and hosted on Heroku

## **Battlesnake 2020**

- Participated in battlesnake, a competition to build an AI that plays the game snake on a competitive board against 7 other contenders.
- My submission was made with Node|S and hosted on Heroku.
- Implemented game logic and A\* pathfinding to place my snake in the top 25% of participants.

#### **SKILLS**

Frontend: Javascript (React, Redux, Vue, ¡Query), HTML, CSS (SASS, Bootstrap)

Backend: Go, Python, Node.js Database: MongoDB, AWS S3

Tools: Git, Jira, Jenkins, Linux (Ubuntu, PopOS)

# **EDUCATION**

**UVic Computer Science** 2017 - 2019

2 years towards a Bachelor of Science in Computer Science