SAMUEL D. MAUS

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Full stack software engineer with a passion for improving efficiency through technology. Proficient in JavaScript, React, Node.js, & PostgreSQL. Enjoy the outdoors, completing Raspberry Pi projects, and learning new languages in my free time.

SKILLS

JavaScript | C++ | Python | Node.js | React | Redux | Saga | Axios | AJAX | Express | Jest | Valgrind | PostgreSQL | Flask | HTML | CSS | Bootstrap | Material-UI

CAREER EXPERIENCE & ACHIEVEMENTS

UDACITY - Remote
C++ Developer Nanodegree • November 2020 – December 2020

- Learned basic C++ features such as linking/compiling, classes, and templates as well as advanced features like memory management, concurrency, and CMake/Make.
- Completed 4 course projects (OpenStreetMap Route Planner, Linux System Process Monitor, Memory Management Chatbot, and Concurrent Traffic Simulation).
- Capstone Project: wxWidgets Calculator
  - Built a calculation application using C++ features listed above and created GUI using the wxWidgets library.
  - Converted user-entered infix equation to postfix equation in order to adhere to rules of operator precedence.

PRIME DIGITAL ACADEMY – Minneapolis, MN
Software Engineer Student • July 2020 – October 2020

- Participated in weekly meetings/courses to improve public speaking skills.
- Learned technologies and skills, in a completely remote environment, required to build full stack web applications.
- Solo Project: Start Overwatch
  - Created a full CRUD application to help beginner players understand the abilities and team dynamics involved in the video game Overwatch.
  - Users will be able to increase their knowledge and understanding of the heroes and maps, as well as build efficient team compositions.
  - Technologies used: JavaScript, React, Node.js, PostgreSQL, Material-UI, Passport.js, and Pixi.js
- Group Project: Friendly Wager
  - Created a full CRUD application to help facilitate friendly wagers between friends.

BUSINESS IMPACT GROUP (BIG) – Chanhassen, MN
Athletics Account Manager • June 2018 – July 2020

- Drive sales of BIG's uniforms, equipment, and spirit wear to customers within the Athletic Sales Division.
- Achieve monthly sales goals by collaborating with sales division managers to develop compelling 'go-to-market' plans.
- Optimize the company's product placement and sales by leveraging sports and account knowledge.
- Head account activities with clients by utilizing marketing/product strategies that effectively position the brand.
- Assemble and coordinate account orders to ensure deadlines are met in a timely and consistent manner.

MINNESOTA STATE UNIVERSITY – Mankato, MN
Graduate Assistant Baseball Coach • August 2016 – May 2018

- Successfully assisted in the coordination and supervision of the university's baseball program and team.
- Utilized a personal and supportive approach to coach team members, resulting in enhanced performance.
- Monitored athletic activities to guarantee conformance with the university guidelines and procedures.

ST. PAUL SAINTS – St. Paul, MN
Professional Baseball Player • June 2014 – September 2016

- Delivered outstanding performance in playing professional baseball for St. Paul Saints in the American Association.
- Actively engaged with players by motivating and mentoring them to develop key fitness and performance skills.
- Partnered with coaches in cultivating physical and mental competencies to succeed in stressful environments.

EDUCATION & PROFESSIONAL DEVELOPMENT

C++ Developer Nanodegree
Udacity – Remote, December 2020

Full Stack Software Engineering Certification
Prime Digital Academy – Minneapolis, MN, October 2020

Master of Education in Sport Management, May 2018
Minnesota State University-Mankato – Mankato, MN, May 2018

Bachelor of Arts in Exercise Science
St. Olaf College – Northfield, MN, May 2014