

Sam Chlystek

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OBJECTIVE

Engineering internship opportunity for May - August, 2022 using previous technical experiences and team working abilities.

EDUCATION

The Ohio State University, Columbus, Ohio

Overall GPA (4.00 scale): 3.82

B.S. Computer Science and Engineering, May 2023

Business minor

RELATED EXPERIENCE

River Point Technology, Canonsburg, PA

DevOps Engineer Intern, May 2021 - August 2021

- Utilized infrastructure as code tools such as Terraform, Packer, and Docker to automate the deployment of infrastructure into different clouds (AWS, Azure, GCP)
- Collaborated to develop automation pipelines in an Agile workflow to manage and perform unit/integration tests on infrastructure with GitLab CI/CD, Golang, Bash, and other tools
- Trained the "Delivery Team" for internal use on each of the intern created pipelines, projects, and software

QUALIFICATIONS

- Experience testing and debugging using gdb and JUnit, using version control systems (GitLab, GitHub, Eclipse)
- Software: Git, Terraform, Linux, Docker, MATLAB, Eclipse, Visual Studio, Solidworks, Microsoft Excel
- Programming Languages: Java, Python, C, C#, Bash, Golang, HTML, JavaScript, x86-64 assembly language
- Coursework: Data Structures and Algorithms Analysis, Software Development, Networking, Operating Systems
- Certifications (viewable on LinkedIn): Terraform Associate, Certified HashiCorp Implementation Partner (CHIP)

PROJECTS

Coursework Game Development Project, August 2021 - December 2021

- Created a 2D top-down game with C# MonoGame, Visual Studio, and Git, using command, state and factory OOP design patterns along with basic 2D sprite animation and collisions
- Focused on crafting high-quality, cohesive, decoupled software by performing peer code reviews
- Gained project management experience using Git and Github in an Agile workflow with a team of six

Coursework Client/Server Application, November 2021

- Implemented a TCP client/server application using Python socket programming libraries to play a hangman game from the command line.
- Incorporated multithreading into the server side to handle many clients at once

Personal Web App Project, June 2021 - July, 2021

- Designed public web app to create custom Spotify playlists based on multiple different factors
- Leveraged Spotify web API, Python Flask, JavaScript, HTML, and CSS to implement algorithms and design
- Achieved goal with web app deployed using a WSGI server on pythonanywhere.com

WORK EXPERIENCE

Laurel Communities, Pittsburgh, PA

Workplace Construction Assistant, June 2019 - August 2020

- Worked with team of six to complete design projects consisting of staining over 200 decks per summer
- Developed strong time management skills planning multiple tasks at once