

# Sam Chlystek

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## EDUCATION

The Ohio State University, Columbus, Ohio  
B.S. Computer Science and Engineering, May 2023  
Business minor

Overall GPA (4.00 scale): 3.7

## RELATED EXPERIENCE

Capital One, Chicago, IL  
Software Engineer Intern

June 2022 - August 2022

- Built an end-to-end, easily scalable, test application using Python, AWS, Git, and OOP design patterns, to validate the generation of Capital One's payment alerts
- Integrated the application with RESTful API endpoints to trigger testing from new builds, or test manually using a Slackbot, with test results shown in a Slack channel
- Used Jenkins to deploy code to multiple AWS lambda and step functions, which interact with S3 bucket data

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, Go, Bash, and other tools
- Trained the "Delivery Team" for internal use on each of the intern created pipelines, projects, and software

## PROJECTS

Personal Web App Project, June 2021 - Present

- 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 interface
- Deployed and maintained web app using a WSGI server on pythonanywhere.com

Game Design 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

Database Management Application, September 2022 - December 2022

- Programmed a Java application to act as a user interface to query a SQLite database
- Implemented embedded SQL using the JDBC API, taking precautions to avoid SQL injection and to support multiple queries of the database

Client/Server Application, November 2021

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

## SKILLS

- Tools: Git, AWS, Docker, SQLite, CI/CD, Terraform, MATLAB, Visual Studio
- Languages: Python, C#, Java, C, Bash, Go, HTML, JavaScript, x86-64 assembly language