

SAMUEL BEAL

📞 (425) 625-6996

✉️ sampbeal@gmail.com

<https://sambeal.dev/>

🌐 <https://github.com/spbeal>

EDUCATION

Moscow, ID	University of Idaho	Fall 2023 – December 2025
<ul style="list-style-type: none">B.S in Computer Science, December 2025. GPA: 3.79/4.0		
Auburn, WA	Green River Community College	Fall 2021 – June 2023
<ul style="list-style-type: none">Associate in Arts, June 2023. GPA: 4.0/4.0		

SKILLS

- C++; C; Python; C#; JavaScript; ReactJS; Next.js; HTML; CSS; Java; Flask; SQL; Git; UNIX.
- Coursework: Data Structures; Computer Architecture; Operating Systems; Linear Algebra; Calculus II; Software Engineering; Database Systems; Probability & Statistics; Compilers; Analysis of Algorithms;

PROJECTS

Personal Website: www.sambeal.dev/portfolio (for additional information and projects)

SurgeV ([Website](#)) Jan 2025 – Present

- Developed an ecommerce website with real products purchased using stripe payment intent.
- Utilized: Next.js, Stripe, TypeScript, JavaScript, Tailwind CSS.

Sketchkey – CrimsonCode 2025 Hackathon WSU ([GitHub](#), [devpost](#)) Feb 2025

- Global ranked pictionary designed to filter user generated images as input to a generative AI model.
- Developed a canvas, profile with authentication, and hit REST API endpoints between React and Django.
- Utilized: React, Vite, Django, k3d, MUI, JavaScript, Python, Docker, AWS.

bC-Compiler – CS 445 Compilers ([GitHub](#)) Jan 2025

- Developed a compiler for a language like Tiny C in my compilers class.
- Utilized: C++, C, Lex, Yacc.

BarterBuddy – CS360 Databases ([GitHub](#)) Nov 2024

- Developed a mobile user-friendly marketplace designed to trade items anonymously through a database.
- Profile with authentication, working marketplace where you can buy and sell items with CRUD operations.
- Utilized: React, Expo, Express - Node.js, JavaScript, SQL, Android Simulator, XAMPP

Crafty3D – Winner at CrimsonCode 2024 Hackathon WSU ([GitHub](#), [devpost](#)) Feb 2024

- Built a Minecraft clone with Voxel rendering and Perlin noise in 24 hours.
- Primarily worked on building shaders, UI, Perlin Noise generation, and factoring the codebase.
- Utilized: C++, Raylib, stb, zig, Git.

EMPLOYMENT

Software Engineer Intern **Schweitzer Engineering Laboratories** Jan 2025 – Present

- Developed industry-grade scripts using Python and DTS, requiring an advanced understanding of APIs, network communication protocols, and authentication.
- Became very familiar with CI/CD pipelines, Docker, Kubernetes, and testing containerized applications.
- Refined skills in version control (Git), collaborative communication, agile scrum, and code review processes.

Web Developer Intern **Friends Of the Clearwater** Nov 2024 – Jan 2025

- Implemented an embedded donation page using Stripe to enhance UX and streamline the donation process
- Improved website aesthetics through design principles and added features such as a newsletter pop-up.

Academic Tutor **University of Idaho** Sep 2024 – Present

- Directly worked with a diverse range of students & topics.
- Expanded my ability to adapt and articulate advanced programming concepts.

Valedictorian @ Enumclaw High School: Graduated HS with an **associate** degree and a 4.0/4.0 GPA

Eagle Scout (2022)

University of Idaho Rugby Club (2024-Present)

University of Idaho ACM Club (2024-Present)