Samuel P. Willard

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Education	**Oregon State University,** Corvallis, OR	
	Honors College, Bachelor of Science in Computer Science	Expected June 2027
	Honors College, Bachelor of Science in Mathematics	Expected June 2027
	GPA: 3.89	
	Dean's List (Fall 2023, Winter 2024, Spring 2024)	

Coursework

- Data Structures   • Web Development   • Programming Language Fundamentals
- Vector Calculus I & II   • Linear Algebra   • Discrete Math
- Applied Differential Equations   • Argument & Critical Discourse

Internships	**Wilsonville High School, Wilsonville, OR**	July 2022
Computer Education Intern
- Assisted the Professor with dynamic lesson plans and overseeing class activities.
- Mentored students with additional support needs in studying and retaining course material.
- Created and led a lesson instructing students about relevant career choices and opportunities within the computer science field.
- Taught students how to wire breadboards and code Arduinos with hands-on and engaging activities.

Employment	**Bullwinkle's Family Fun Center,** Wilsonville, OR	Summer 2023-24
Indoor Associate
- Responsible for processing customer transactions and ensuring the accuracy of the register.
- Managed indoor attractions, upholding the rules and regulations, and ensuring the safety of all customers.
- Maintained store cleanliness and provided a welcoming environment for customers.

Woodbend Homeowners Association, West Linn, OR	Spring/Summer 2020-22
Pool and Clubhouse Manager
- Ensured health and safety for all Association Members by verifying and maintaining proper chemical balance in the association swimming pool daily.
- Managed maintenance of pool and pool grounds according to community specifications.
- Prevented chemicals and grime in the pool house and deck.

Projects	**Depiction,** Javascript, CSS, HTML	Fall 2024
- Worked in a group to develop a website that uses libraries such as Socket.io and Canvas to run Depiction, a multiplayer drawing game based on Telestrations.
- Implemented several features, including handlebar templates, player and canvas data management, and server to client communication.

Data Structures, C	Fall 2024
- Developed and implemented multiple data structures, including binary search trees, stacks, queues, AVL trees, dynamic arrays, and linked lists.
- Analyzed various data structures' runtime complexities and evaluated their effectiveness in different scenarios.