

Sam Heaven

Software Engineering Student at Brigham Young University Idaho

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Education

2020-2023 Brigham Young University - Idaho, Rexburg, ID

- BS Software Engineering
- Minor in Business Analytics

Skills

- Python, C++, Javascript, HTML/CSS, and mysql.
- Teamwork, including an Agile development enviroment

Projects

Chrome Dinosaur Game Bot (C++)

- Created a C++ program that utilizes the Windows.h library to identify incoming obstacles and make the correct input to dodge and continue to play.
- [Github](#)

Super Smash Bro's Clone (Python)

- Worked as a member of a team to complete the program in less than 2 weeks using paired programming techniques.
- Clone of the popular game super smash brothers using the pyarcade library.
- Utilizes the principles of Object Oriented Programing to create an effecient and secure program.
- [Github](#)

Soduko (Python)

- Text based version of the game Soduko.
- Able to load in new boards and save the current game to a new file for play later.
- [Github](#)

Relevent Coursework

- Algorithm Design, Modulurazation Design, Encapsulation Design.
- Web Frontend design.
- Applied Programming, Programing With Data Structures, Programing with Classes.