

Sam Heaven

Software Engineering Student at Brigham Young University Idaho

ws.heaven@gmail.com | [Github](#) | [Linkedin](#) | 208-970-1717

Education

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

- BS Software Engineering
- Minor in Business Analytics

Work History

Spring Semester 2022 Brigham Young University - Idaho, Online TA

- Graded for the class "CSE 210 - Programming with Classes".
- Worked remotely with lead and team members to ensure efficient and consistent grading.
- Self managed schedule to ensure fast turnaround.

2020-2020 Insulite Manufacturing, Shipping Associate

- Collaborated with Foreman to ensure production is on time
- Performed quality assurance's checks during and after the production cycle
- Managed shipping schedules to make sure that product was delivered quickly with no damage

Technical Skills

- Python, C++, Kotlin, Javascript, HTML/CSS, Django, React, git, Excel, and mysql.
- Visual Studio Code, Visual Studio, Github, IntelliJ, Android Studio, and mysql Workbench.

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 Programming to create an efficient and secure program.
- [Github](#)

Dynamic Blog (Django)

- blog web application that utilizes the Django framework.
- Database integration to control comment and post creation.
- Dynamically display posts and comments for an lightweight design.
- [Github](#)

Relevant Coursework

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