Samuel Kelley

Minneapolis, MN, USA
samuelkelley.io@gmail.com
(763) 245 4746

For the past three years, I have been self-employed as a full stack developer. I aim to create simple yet, profound experiences for my clients. As an independent developer, I have gained a wide range of experience developing software for many types of applications and integrating myself into any team. I firmly believe in creating applications with mobile and accessibility as my top priorities. Skills include — HTML, CSS, JavaScript, GCP, Wordpress, AMP, progressive web applications, REST, Java, PHP, Node.js, Jekyll, functional programming, and a lot more. Just ask, I have probably worked on something similar. If not, I'm always excited to learn something new.

Education

Metropolitan State University *— B.S. Computer Science*
Graduated May 2017

I was previously a senior in electrical engineering at the University of Minnesota. When I later returned to school, I favored the more practical curriculum and better community engagement of the nearby Metropolitan State University.

Additional Experience

Engineering Consultant

At a biotech startup, I worked to develop technology and protocols for autologous cell therapy. That's just a fancy way to say, "We grew new cells from a person's own cells."

Solar Vehicle Engineer

While attending the University of Minnesota, I worked as a part of the school's solar vehicle project. We built and designed one of the fastest solar-powered vehicles in the world. We competed in international competitions and won numerous awards.

Traditional Games Developer

In my free time, I create traditional (non-video) games driven by social interaction and collaborative storytelling. I always hope for my games to draw out people's stories and give them a new perspective on the world.