

Chris Sampson

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Technical Skills

Front End: JavaScript(ES5, ES6), TypeScript, React, jQuery, SASS, EJS, HTML, CSS

Back End: NodeJs, Express, Postgres, MySQL, MongoDB, Redis, RESTful APIs, Python

Deployment/Testing: Docker, Heroku, AWS: EC2 / S3, Jest, Mocha/Chai, Apache, Nginx, vSphere, HyperV

Developer Tools: Vim, Git, npm, Webpack, Babel, Agile, Scrum, TDD, Lighthouse

SOFTWARE ENGINEERING APPLICATIONS

PingPlotter Multi-Viewer | Full Stack Engineer | <https://github.com/ChrsSampson/BroadcastMed-MV> 2023

A tool that can monitor the network health of any number of hosts using Pingplotter5

- Migrated monolith infrastructure to a service-based model to improve maintainability
- Successfully migrated from cloud MongoDB database to self-hosted with no downtime
- Achieved ~80% code coverage
- Integrated 3rd party API
- Utilizes existing infrastructure for authentication and password reset for no additional runtime costs

Wedding RSVP | Software Engineer | <https://github.com/ChrsSampson/WeddingRSVP> 2023

A RSVP System and information wedding website

- Delivered a working reliable product to a set spec by a hard deadline
- Agregates data and generates reports for vendors
- Optimized for mobile as part of the spec

Note Monstr | Software Engineer | <https://github.com/ChrsSampson/Note-Monstr> 2023

A freeform note-taking tool

- Utilizes Several data structures to store information resulting in optimal time complexity
- Stores all data offline making the app very lightweight
- Makes use of accessibility options provided by a third party library, ~90% score on lighthouse

CalenTodo User Microservice | Full Stack Engineer | https://github.com/rpp35-boc-perlman/user_service 2022

Backend User Authentication proxy and account CRUD operations that support the SPWA

- Coordinated with product owners on a feature set and design
- Organized tasks, user stories, and issues using agile practices
- Implemented a reusable user data class and methods

Experience

Software Engineer - Internal Tools | BroadcastMed, Jamestown New York 2019-Current

- Researching and implementing improvements to workflows and systems
- Designing, maintaining, and implementing software features and tools to be used by employees
- Building, deploying, and supporting system network and infrastructure

Software Engineering Resident | Galvanize, California (Remote Contract) 2022-2023

- Provide one-on-one and small-group technical and project management guidance and support to students
- Conduct whiteboarding and mock interview practice with students
- Conduct code reviews on students' project work

Education

Hack Reactor | Advanced Software Engineering Immersive | US (Remote) 2022

- 9 Month program with over 1000+ hours of coding.

Alfred State University | Information Technology | Alfred, New York 2012-2013

- Relevant coursework in the field of Information Technology

E2CCB | Information Technology | Asheville, New York 2010-2012

- 2 Year Applied Technical Training in the fields of Computer Science and Information Technology