

SAMUEL FOSTER

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- Portfolio: <https://samwise2980.github.io/react-portfolio/>

FULL STACK DEVELOPER & GAME PROFESSIONAL

Tenacious and Inventive Full Stack Developer bearing a fascination with complex problem-solving and fervor for learning. Recent graduate with UCSD Full Stack Bootcamp with proven experience in MongoDB, Express, React, Node (MERN) stack that is perpetually expanding by the day. Aiming to write clean, readable, efficient code while also creating captivating and efficient projects that exceed consumer expectations. Excels at working autonomously, managing a group, as well as working within a team. During the web project, Gamersaurus with Sylvia H., Melvin C., and Anthony B. These skills proved vital to the success of the app through persistent project management and creative problem solving among the entire groups' responsibilities. Armed with the knowledge and drive to get the job done with the best possible product in mind every time.

TECHNICAL SKILLS

Languages: JSX, jQuery, SQL, HTML, C#, JavaScript, CSS, HTML5, JSON, Node

Data Manipulation & Visualization: Unity, React, Handlebars, Bootstrap, Materialize

Database: MySQL 5.7, MongoDB, Postman

Other: Heroku, Git, Bash, Microsoft Office Suite

PROJECTS

What's Up There? - <https://whats-up-there.herokuapp.com/>
2020

<https://github.com/SeeShell/whats-up-there>

An app that finds the satellite in orbit above and allows you to track and save your favorite satellites.

- Responsible for API/AJAX functionality, Front End UI/UX, routing.
- Tools used: HTML5, CSS3, JavaScript, jQuery, MySQL, UI Kit, N2Yo REST API

Gamersaurus - <https://gamersaurus.herokuapp.com/>
2020

<https://github.com/amboffman/gamersaurus>

Gamersaurus is a video game web app utilizing a powerful database where users can search for games, see the latest trends, and save personal libraries.

- Responsible for Project Management. Assisted in Front End, Back End, and project-wide debugging throughout the project.
- HTML5, CSS3, JavaScript, jQuery, REST API, REACT, UI kit, JSX, MongoDB, Node, Travis

Moodie - <https://sylhuynh.github.io/moodies/index.html>
2020

<https://github.com/sylhuynh/moodies>

Moodies is a web App made for helping people decide where to eat, based on their mood they are in, as well as the weather

- Responsible for API/AJAX functionality, assisted in Front End UI/UX, collaborated with Anthony B. in engineering the algorithm for translating emotions to cuisine.
- Tools used: HTML5, CSS3, JavaScript, jQuery, Local Storage, Materialize, Open Weather REST API, Zomato API, Node

EXPERIENCE

Anorak Productions

Penasquitos, CA

Video Producer and Editor

Rancho

January 2017 - December 2018

KEY ACHIEVEMENTS:

- Consistently demonstrated the ability to manage and communicate with both, talent and crew to work cohesively under a deadline with no incidents.
- Proven to have exceptional video editing skills, through maintaining excellent rapport and securing future projects through the quality of work provided.

McDonald's
El Cajon, CA
Swing Manager

April 2017 - October 2019

KEY ACHIEVEMENTS:

- ➔ Resolved customer complaints professionally and quickly.
- ➔ Trained and supervised kitchen team to follow procedures and be as efficient as possible.
- ➔ Organize stock and equipment
- ➔ Oversee building maintenance, cleanliness, and security.

RELEVANT EDUCATION

Bootcamp Certificate in Full Stack Web Development

University of California San Diego – San Diego, CA

A 12-week intensive program focused on immersive learning & gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS.