SAM WANG

(714) 369-7988 | samuelwangkc@gmail.com
www.github.com/samywang92 · www.linkedin.com/in/samuelywang92
www.sam-wang.com

Computer engineering graduate seeking a career change from an IT support position to a full-stack developer. Experienced in working in a team oriented environment and wishes to apply my problem-solving skills to develop code. Passionate about gaming and creating user-friendly technology people enjoy using.

EDUCATION

University of California - Irvine
Full-stack Engineering Certificate

California State University - Long Beach
B.S in Computer Engineering

TECHNICAL SKILLS

LANGUAGES

JavaScript · HTML · CSS · SQL · C#

C++ · Java · Assembly

MISC

Bootstrap · Materialize · JQuery · AJAX · Agile · Node.JS

Express · React · Socket.io · MongoDB · Firebase · Git

Visual Studio · Eclipse · Photoshop · MacOS · Linux

PROJECTS

Icebreak-r iOS/Android Application - http://bit.ly/icebreakr-react-native
- Redesigned web-based chatting application into a React-Native application using geolocation and sockets. Used many libraries and principles such as Native Base, Router Flux, React Hooks, Async/Await, Socket.IO, Axios, and JWT Decode for the front-end. Ensured cross platform compatibility between iOS and Android.
- Built a RESTful API hosted on an Express server on Heroku. Used Bcrypt, JWT, and Validator when creating user accounts to secure their passwords before sending to the database. Used MongoDB/Mongoose to create a database for messages, users, and events. Used sockets to communicate between client and server.

Icebreak-r Chatting Application - http://bit.ly/icebreak-r
- Created a RESTful web and mobile proximity based chatting application using HTML, Materialize, JavaScript, MySQL, Firebase and Handlebars. Designed and planned user experience with Adobe XD.
- Built a login page using Google OAuth through Firebase to authenticate and create user accounts.
- Used MySQL to store user account information and used Firebase to store and create group and private chat threads.

Chess & Games with AI - http://bit.ly/chess-csharp
- Implemented basic chess rules by creating respective classes for each chess piece in C#.
- Developed AI using MinMax and AlphaBeta Pruning algorithms and created and used test cases to debug.
- Built UI using WPF and Async. Used ASP.NET to implement a REST client to download a list of games that can also be integrated.

WORK EXPERIENCE

Service Desk Technician

Molina Healthcare, Long Beach   June 2018 – February 2019
- Troubleshot software such as Microsoft Office and enterprise-developed applications like CCA/CRM/QNXT/Cisco
- Resolved and communicated technical issues on ServiceNow reported by users, other technical teams, or escalated from triage technicians pertaining to software, hardware, operating system, networking, security, and maintenance.
- Account management and access provisioning functions in: Chronic Lockouts, EncoderPro, Active Directory, Symantec Management Agent/Altiris, Symantec VIP.

Desktop Support - Lead Technician

California State University, Long Beach   April 2015 – August 2017
- Developed code using command prompt and PowerShell to decrease time performing maintenance on computers.
- Created, tested and deployed new images of Windows in VMWare and SCCM.
- Used Active Directory to manage users and computers in different OUs.
- Promoted from technician to lead technician within a year, trained and supervised new staff members.