Samuel Chu

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**Skills**: **Rails, Ruby, React, Redux, JavaScript, AWS S3, Git, Webpack, jQuery, SQL, HTML5, CSS**

**Projects**

MoodTube - A Youtube Clone - **React/Redux, JavaScript, PostgreSQL, Ruby on Rails, Heroku**

* Utilized Amazon Web Services S3 storage and postgreSQL for the seed data cutting down reducing server load and improving scalability
* Implemented front and back end authorizations, using cookies to allow authorization to persist across multiple sessions
* Cultivated RESTful API and utilized CRUD functionality to enhance user experience with videos allowing users to seamlessly watch, upload, delete and edit videos with MoodTube
* Designed search bar feature with SQL query based on video title to show user typed inputs
* Realized comment CRUD capabilities utilizing AJAX requests to allow users to leave comments from input forms

Megaman - An Homage to Megaman X - **JavaScript, Canvas, Github Pages**

* Created custom collision detection algorithm to track player, enemies and projectiles
* Animated sprites iterating over arrays of spritesheet image information based on specific changes in time on a loop to create animation effects from still images
* Constructed AI behavior patterns for enemies to provide a varied, challenging gameplay experience

**Experience**

Citi Habitats – New York, NY Jan 2016 – April 2016

Licensed Real Estate Salesperson

* Expanded client base by successfully conducting ~400 cold calls with prospective tenants
* Promoted and advertised various residential properties specifically in the Williamsburg and Lower East Side utilizing professionally shot photos uploaded to Citi Habitats database

Riot Games – Santa Monica, CA Jan 2013 – Jan 2014

Professional Athlete

* Collaborated with Riot game developers on future builds and game design philosophies and consulted with QA team on various bugs and potential problem solving alternatives
* Mobilized team of 5 into League Championship Series as founding member and Co-Captain of the Complexity League of Legends organization
* Facilitated communication with League broadcast team and post game media members

Complexity Gaming – Granada Hills, CA Jan 2013 – Jan 2014

Brand Ambassador

* Competed in various tournaments and official league matches representing the company brand
* Advertised sponsor equipment across various media outlets and managed community engagement

Turbine, Inc – Needham, MA June 2013 – Dec 2013

QA Analyst and Community Relations Expert

* Orchestrated panels and booths at various public events (E3, Pax, MLG)
* Engaged in QA sessions with developers on beta builds of Infinite Crisis

**Education**

App Academy- *Rigorous,1000+ hour full stack web development course with 3% acceptance rate* 2019

Baruch College 2009 - 2011