Sam Phillips   Software Engineer

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SKILLS

Languages: HTML/CSS, JavaScript, Python, Java, C#, Lua
Technologies: React, Vue.js, Node, SQL, Postgres, Sequelize, Express, Flask, MongoDB
Passionate About: User Experience, Interactivity, Responsive Design, AI
Dabbled In: Game Development in Unity, Machine Learning

PROJECTS

Please see my portfolio at **sammakesthings.com** for live deployments of these sites.

Cuppa Co

- A coffee review and journaling site. Users can add their favorite roasts, then submit reviews called "Brews" that rate the coffee as well as guide users to enjoy the subtleties of that cup of coffee.
- Built on a MERN stack, utilizing React alongside Express and MongoDB, then deployed via Heroku.

EatUp

- A recreation of the GrubHub/Uber Eats model. Users can create accounts, find restaurants in their area, and place orders.
- This was a group project that I lead, utilizing a PERN stack (PostgreSQL, Express, React, and Node). Project included user authentication and randomly generated restaurant data.

Minesweep

- A recreation of the classic! Restyled with a more modern but still nostalgic look.
- Built in vanilla JavaScript, HTML, and CSS

EXPERIENCE

General Assembly – Software Engineering Intensive Fellow   July 2021 – October 2021
- Created 4 projects over the course of 12 weeks using a variety of coding languages and frameworks
- Lead multiple team projects, focusing on time management and resolving git conflicts
- Developed a deep understanding of full-stack web development

Intuitive Surgical – Customer Service Specialist   May 2019 – July 2021
- Solved complex customer problems related to surgical robotic equipment and order management
- Answered high volume of customer calls and emails daily, often reaching 30-50 calls and 50-100 emails per day
- Thrived in a fast-paced, highly technical environment
- Assisted in production of internal process documentation and reorganization of key functions

Starbucks – Barista   April 2017 – May 2019
- Worked closely and kept cool in small teams under high stress situations
- Enjoyed helping customers find new favorites and teach them about coffee and the Starbucks menu

Freelance Work – Various Titles   Nov 2015 – April 2017
- Tutored Computer Science and Math at high school and college level
- Developed board games, including an expansion for an existing game played by thousands
- Exhibited at conventions/trade shows, working on sales, product demo, and managing booth setup and operations

EDUCATION

- University of North Georgia   Course Work in Computer Science   Fall 2014 – Summer 2016
- Reinhardt University   Course Work in Business   Fall 2013 – Spring 2014