

SAMUEL ALBANESE

19231 York Rd | Parkton, MD | 443-240-9009 | spalby.dev | samuelpalbanese@gmail.com

PROFESSIONAL EXPERIENCE:

In my role as a student, I've acquired hands-on expertise through my involvement in diverse projects with St. Mary's College of Maryland Web Services and in the courses I've taken during my time there. This journey has entailed dynamic teamwork alongside peers and faculty to craft software solutions aimed at raising operational effectiveness and elevating user satisfaction. Guided by determination and passion to learn and excel in my field, I am prepared to take on new experiences and apply my knowledge to create outstanding results.

EDUCATION:

Bachelor of Science In Computer Science

Anticipated May 2024

Attending St. Mary's College Of Maryland, St. Mary's City, MD

EXPERIENCE:

Computer Science Teaching Assistant, St. Mary's College of Maryland

Spring 2022 - Fall 2023

St. Mary's City, MD

- Assisted in teaching Intro to Computer Science I and Computer Architecture courses
- Held office hours and hastily replied to emails of students to help them confidently grasp the material
- Taught students directly on numerous subjects including the basics of Java, object-oriented programming, data structures, and algorithms, honing my grasp on the material myself

Web Developer Intern, St. Mary's College of Maryland

Fall 2020 - Fall 2022

St. Mary's City, MD

- Coordinated with a supervisor on various web page projects to improve the end user experience on the school website <https://www.smcm.edu> and the SMCM internal website <https://inside.smcm.edu>
- Learned the basic and in-depth operations of SQL, Python, PHP, HTML, CSS, and JavaScript languages along with the administration of the front-end operations of Wordpress and Drupal websites

RELEVANT PROJECTS:

Pizza Point-of-Sale (<https://github.com/SamAlby/PizzaPOS>),

COSC301 Software Engineering, St. Mary's College of Maryland 2023

- Collaborated on a team mimicking common software engineering practices to create functional software
- Produced multiple artifacts by project end including the SDD, SDP, SRS, STP, Traceability Matrix, and final source code written in Java implementing JavaFX

The Life of Ren (<https://spalby.dev/tlor>),

COSC438 Game Design, St. Mary's College of Maryland 2023

- Developed an original RPG implementing complicated mechanics like dialogue trees, screen transitions, player interactivity, full turn-based combat, and situational music in the Lua programming language

Stag Lands (<https://spalby.dev/stagdemo>),

AP CS Principles, Hereford High School 2018

- Demonstrated RPG game mechanics for the AP test including procedural generation, player statistic modulation, and video game UI in Javascript using code.org's App Maker