Samuel Keamy

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EXPERIENCE

Phillips Academy, Andover MA — NEST Makerspace Guide

December 2021 - PRESENT

Volunteer at the Makerspace, assisting peers who are utilizing the Makerspace. This includes 3D printing, laser cutting, robotics, and design. Planning workshop on introductory soldering.

Phillips Academy, Andover MA — VR Club

Spring 2021 - Present

Established the VR Club with a grant from the Abbot Academy Fund. Train new users of VR technology and hold weekly meetings.

Phillips Academy, Andover MA — *Peer Tutor*

September 2020 - Present

Academic tutor in biology and chemistry. Working with students at minimum weekly

Phillips Academy, Andover MA — Robotics Club

September 2019 - Present

Participating in VEX Robotics competitions since 2019 and created FIRST Club in spring 2022, current co-president of VEX and co-software lead of FIRST.

WPI, Worcester MA — WPI Frontiers Biomedical Engineering

July 2022

Participated in a two week overnight program studying biomedical engineering and psychology at Worcester Polytechnic Institute.

EDUCATION

Phillips Academy, Andover MA — High School

September 2019 - Present (Anticipated Graduation June 2023)

PROJECTS

Window Cleaning Drone — 2019-2022

CAD and building of the window cleaning drone and the writing of a paper involving window detection methods.

Project Fetch — 2022-present

Programming lead and game designer of 2D platformer developed in Unity with C#.

SKILLS

Soldering

CAD (Fusion 360 and Solidworks)

3D Printing and Rapid Prototyping

C# in Unity

Java

Basic Python and C++

AWARDS

Abbot Academy Grant to establish the VR Club at Phillips Academy Andover.

LANGUAGES

English

4 Years High School Spanish