Samuel Breider

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EDUCATION

University of Minnesota

Minneapolis, MN

Bachelor of Science in Computer Science, GPA: 3.83

Aug. 2022 - May 2026

EXPERIENCE

Software Development Intern

May 2024 – Aug. 2024

WEC Energy Group

Milwaukee. WI

- Spearheaded full-stack development of *Application Manager*, an internal tool that facilitates the registration and deletion of company software and provides a live status feed for over **200** programs.
- Utilized VB .NET, WPF and Microsoft SQL Server Management Studio to engineer scalable, user-friendly solutions that improved the operational efficiency of more than 7,000 employees.
- Refactored and streamlined legacy **SQL** procedures, reducing process times by **30**% on average.
- Leveraged **Azure DevOps** to manage large-scale workflows and uphold a **Git**-backed version control system among my team.

Teaching Assistant

Dec. 2023 - Feb. 2024

Microsoft TEALS

Minneapolis, MN

- Collaboratively led computer science lessons to a diverse group of students, resulting in a 100% pass rate.
- Sharpened my understanding of object-oriented programming and software development principles.
- Fostered an inclusive environment for students and peers, encouraging growth and constructive conversation.

PROJECTS

Shroom Spotter | Python, JavaScript, FastAPI, Supabase, React, Git

May 2024 – Jul. 2024

- Developed a full-stack React application leveraging PyTorch and machine learning techniques to identify wild mushrooms with an 86% accuracy rate.
- Used Supabase to manage a PostgreSQL database of user response data.
- Implemented backpropagation and gradient descent algorithms to analyze results and optimize predictive models.
- Created a **RESTful API** with **FastAPI**, optimizing data transportation and enhancing system performance.

Gopher Major Planner | Python, TypeScript, React, Coursedog API, Git

Feb. 2024 – May 2024

- Collaboratively built a **React** app that simplifies major declaration by identifying which degrees students are closest to obtaining through their completed coursework.
- Served as Front End Team Lead, guiding a team of 12 student developers.
- Seamlessly integrated Coursedog API to leverage a database of 24,000 UMN courses and programs.
- Wrote search and sort algorithms to process large-scale non-numeric data.
- Utilized GitHub for effective version control.

Package Delivery Simulation | C++, Docker, Git, UML

Jan. 2024 – May 2024

- Contributed to a Scrum-based workflow to develop a simulation model for delivery drones in Minneapolis.
- Optimized travel paths across a graph-based coordinate plane using A^* and Dijkstra's algorithms, which decreased initial routing times by over 40%.
- Crafted detailed **UML** diagrams and EARS requirements documents, enhancing clarity in system specifications and reducing development cycle time by **25**% through improved team communication and understanding.
- Containerized the project using **Docker**.

SKILLS

Languages: Python, Java, JavaScript, Visual Basic, C, C++, SQL, OCaml, R, TypeScript, HTML, CSS, XML, XAML Frameworks / Libraries: React, Next.js, Node.js, .NET, PyTorch, Flask, FastAPI, NumPy

Tools: Docker, Git, Github, Azure DevOps, SQL Server Management Studio, SQLAlchemy, Visual Studio, Jira

OTHER

Social Coding, *Front-End Team Lead*: Lead a network of programmers in developing software with a positive impact on our community.

UMN Centennial Scholars, *Scholarship Recipient*: Immersed myself into a scholarship program full of students who share my goals for innovation, achievement and diversity in the professional and academic world.