

Sam Winborn Gwydir

sam@samgwydir.com 418 College Main, Apt. #309
(713) 446-0367 College Station, TX 77840

OBJECTIVE Seeking a summer internship position that will provide an opportunity to contribute to important, real-world projects.

EDUCATION **Texas A&M University** College Station Texas USA **(Summer 2016)**
Bachelor of Science in Computer Engineering, Computer Science Track

PERSONAL PROJECTS **SamGwydir.com** *System Administrator*
OpenBSD PF OpenSSH OpenSMTPd & Dovecot NSD & Unbound httpd
My personal server – hosts my website, email, and DNS services for the aforementioned.

Github <https://www.github.com/gwydirsam>

Projects of Note:

Database Engine <https://github.com/gwydirsam/CSCE315-Project2-Mirror>
C++ Boost GNU Readline Getopts CMake Bash
This project displays usage of the above libraries and tools to create a DBMS.
(my work is in engine/).

iTerm2-badge-mod <https://github.com/gwydirsam/iTerm2-Mod>

Objective-C

emacs-mac-borderless <https://github.com/gwydirsam/emacs-mac-borderless>

Objective-C Emacs-Lisp

Simple UI modifications – but good examples of working in large code-bases, implementing simple features, and getting out without breaking other features.

stallman-emails <https://github.com/gwydirsam/stallman-emails>

GNU Emacs recently moved from BZR to git and Richard Stallman had some issues. This issue has grown to hundreds of emails about how VC-mode should handle git. Not code – just entertaining.

Projects I Contribute To:

spacemacs <https://github.com/syl20bnr/spacemacs>

I have made several contributions in the form of bug fixes and creating issues. I actively help users in the IRC channel. I am also responsible for adding the spacemacs icon as an option in the “emacs-mac” homebrew formula.

SKILLS **Languages** C/C++/Objective-C Bash Emacs-lisp Ruby Python Scheme Haskell Lua
Markup L^AT_EX DocT_EX HTML CSS Markdown
Frameworks Cocoa Ruby on Rails
Tools Emacs Vim Git CMake GNU-Make Regular Expressions Mathematica Xcode
OS Mac OS X *NIX Windows
Skills Public Speaking (ToastMasters) Soldering Analog & Digital Circuit Design