Julian Sam

juliansam.me juliansam72@gmail.com Julian-Sam (+974) 33537319

Education

Carnegie Mellon University — Graduating: May 2019
B.S. in Computer Science — **GPA: 3.84/4.00**
Minor: Business Administration
Honors: Deans' List in Fall 2015, Fall 2016, Spring 2017

Technical Skills

Proficient: C, Python, Django, AngularJS, Bash, Javsacript, Standard ML
Familiar: Java, Haskell, Photoshop, LabVIEW, Mathematica, LaTeX

Experience

Full Stack Software Engineering Intern, Meddy — Summer 2017 - Present

Developed software at one of the leading startups in Qatar. (meddy.com)

- Helped refactor existing codebase to push a new, more robust version of the website.
- Developed localization modules to help launch the Meddy website in new countries.
- Implemented security measures against DDoS attacks to the website.
- Developed statistical tools for internal and client side usage.

Undergraduate Course Assistant — Fall 2016 - Spring 2017

Fundamentals of Programming and Computer Science, Principles of Imperative Programming

Held roles for core Computer Science courses at CMU.
-Helped create automated grading system to check student's homework
-Worked on developing new projects for future iterations of the course
-Held office hours and assisted in student course projects

Projects

Nixt Chatbox — Winter 2016

A terminal-based instant messaging system programmed in C, for Unix systems. The multi-threaded program allows for both private and group chats. Developed the communication protocol between clients, handled threaded client I/O and implemented the user-interface.

Malloc Package — Fall 2016

Implemented a C dynamic memory allocator package that performs efficient searching for memory storage space using segregated lists. Includes several optimizations including elimination of footers and distinct structures for free and allocated block, to reduce total fragmentation (extra space used), and also to increase throughput of the functions.

FIFO 16 — Fall 2015

Created and developed a 2D multiplayer football game in Python, built on the PyGame library. Worked with building the rigid body physics of the players as well as an interactive scoreboard.

Leadership and Awards

Vice President of the Computing Club — Fall 2016 - Spring 2017

Manage events for the club, such as campus-wide programming competitions, public faculty interviews, programming workshops, etc. Aided students in starting independent robotics projects and assisted in marketing the club to students.

1st Place in Harvard's CS50x Course Hackathon — Summer 2016

Competed and won against over 600 teams around the world, in a 72-hour programming contest to solve 10 algorithmic challenges. Competition hosted by Harvard University.