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Sam Harris

He/Him
SamHarris.Tech

OBJECTIVE

Computer Science student looking for a Summer Internship, available starting May 1st. Experienced with both early-stage startups and enterprise corporations driving agile products.

EDUCATION

Rochester Institute of Technology **Expected May 2024**
Bachelor of Science in Computer Science, Minor in Computer Engineering *Rochester, NY*
Coursework: Assembly and Embedded Systems, Data Structures & Algorithms, Intro to Software Engineering, Digital System Design, Mechanics of Programming
Activities and Societies: Engineering House, Launch, Multidisciplinary Robotics Club,

EXPERIENCE

Digital.ai **Jun 2021 – Aug 2021**
Software Engineering Co-op *Remote*

- Worked on a company-wide initiative to bring numerous products into FedRAMP security compliance.
- Fixed defects relating to JSON serialization within a product while learning about agile methodologies.
- Added reCAPTCHA to a product following the MVC design pattern in ASP Net.
- Attended daily standup meetings and practiced continuous learning through company resources.

Integrated Dynamics Electron Solutions (IDES) **Mar 2019 – Aug 2019**
Software Engineering Intern *San Ramone, CA*

- Designed a pipeline to convert multidimensional microscopy data into a standardized scientific format.
- Worked with other interns to design and build a portable display to interface with proprietary hardware allowing for real-time demonstrations of electron microscopes at scientific conferences.

PROJECTS

github.com/SamHarris2020

Sci-Fi Dungeon Crawler – Astra (C#)
Astra, written in C# and powered by Unity, began in a game jam but quickly evolved into a passion project. Set on a space station, Astra subverts the high fantasy setting common in dungeon crawlers while still allowing for novel applications of traditional procedural generation techniques.

File Organizer (C++)
A versatile file sorting program allowing for grouping based on file type and custom rules for automatically moving files to the correct directory based on extension.

First Robotics – Team 852
Managed multiple subteams working on projects including app development, advanced machine training, safety and electronics while simultaneously coordinating integration between hardware and mechanical subteams.

Upcycled Electric Longboard
Using Fusion 360, designed 3d printed enclosures to fit with longboard bodies and electronics, interfacing with commercial off the shelf hardware. Designed and spot-welded custom batteries using lithium-ion cells from recycled medical equipment.

SKILLS

Languages: Python, Java, C/C++, C#, VHDL, SQL

Technologies: OpenCV, Git, Make, Unity, Blender, .NET, IIS, SSH, Maven, Bash, SonarQube

Development: Project Management, Agile-Scrum, Linux, Pair Programming, Secure Development Practices

Fabrication: Rapid Prototyping, Soldering, CNC Mill, Bandsaw, Drill Press, Riveting, Lathe,

INTERESTS

Bass Guitar, Upcycled Electric Vehicles, Mechanical Keyboard Building, Ultimate Frisbee, Augmented Reality