

Sam Belliveau

(646) 691-6208 | sam.belliveau@gmail.com | linkedin.com/in/sam-belliveau | github.com/Sam-Belliveau

EDUCATION

Cornell University

Bachelor of Engineering in Electrical Computer Engineering

Ithaca, NY

Aug. 2022 – May 2026

Stuyvesant High School

Regents Diploma with Advanced Designation with Honors

New York, NY

Sept. 2018 – Jun. 2022

TECHNICAL SKILLS

Languages: C / C++, Python, Java, Rust, Swift, Go, JavaScript, Verilog HDL, SQL, HTML, GLSL, Bash / ZSH

Technologies: Git, Linux, Docker, VS Code, Robot OS (ROS), Cassandra, BigQuery, Numpy, Scipy, PyTorch

EXPERIENCE

Undergraduate Researcher

Abe Davis's Group @ Cornell University

June 2024 – Present

Ithaca, NY

- Rewrote 7,252 lines of code to build a well documented, expandable foundation for the ReCapture project in Swift
- Implemented a dynamic database in ReCapture, allowing for the storage and indexing of 20+ forms of metadata

Robotics Software Engineer

Cornell University Autonomous Underwater Vehicles

November 2023 – Present

Ithaca, NY

- Reduced CPU usage by 80% by implementing Kalman Filtering using Nvidia's CUDA framework for linear algebra
- Improved submarine movement by implementing least squares optimization for determining thruster

Signal Analysis Intern

Feinstein Institute for Medical Research

January 2023 – May 2023

Manhasset, NY

- Automated Sharp Wave Ripple (SWR) detection using Python and SciPy to analyze EEG data
- Researched SWRs, which help predict the onset of seizures, in order to improve the accuracy of the detection

Software Intern on Consumer Product Team

Reddit Inc.

July 2022 – September 2022

Remote

- Worked with Taxonomy Group, which classified the safety of +138,000 subreddits on Reddit
- Developed a script that created realistic test data in order to verify the accuracy of the safety classification models
- Improved flagging of problematic content by adding statistics to the dashboard to find content that needed review

Software Intern on Consumer Product Team

Reddit Inc.

July 2021 – September 2021

Remote

- Created comprehensive unit tests to catch bugs before deploying to production
- Worked with tools such as BigQuery and Cassandra to send notifications reminding moderators to fill out surveys

PROJECTS

ReCapture | *Swift, SwiftUI, iOS, Json, OpenCV*

June 2024 – August 2024

- Rewrote ReCapture, an application that helps users take photos of subjects over time in order to create timelapses
- Expanded metadata capabilities, allowing for the fast indexing of 20+ features over a large set of images

Dolphin Emulator | *C++, GLSL, JIT Recompilation, Hardware Hacking*

September 2022 – Present

- Improved performance of emulation software by scaling frequency of video interrupt signals for low-end hardware
- Introduced 6 GPU accelerated resolution scaling algorithms to improve the image quality for all display resolution

Flying Dutchman | *Rust, Min Max, Alpha Beta Pruning, Chess*

June 2023 – July 2023

- Developed a Chess Engine in Rust that achieved an Elo of 2700 (Grand Master level)
- Implemented Alpha Beta Pruning using high performance Rust to achieve a higher elo rating