Samuel Reed

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EDUCATION

Tufts University   2021 - 2025
Bachelor of Science in Computer Science, Minor in Engineering Management

- Graduated *summa cum laude*, GPA: 3.84 / 4.0
- Relevant Coursework: Intro to Security, Network Security, Mobile Application Development, Data Structures, Intro Machine Learning, Algorithms, Software Engineering, Computation Theory
- Maintained Dean's List every semester

SKILLS

- Programming Languages: C++, C, Swift, Javascript, Java, Python, PHP, HTML/CSS
- Frameworks and Technologies: Node.js, React, Git, NumPy, Scikit-Learn, jQuery
- Software Packages: Microsoft Office
- Databases: SQL / NoSQL, MongoDB

EMPLOYMENT HISTORY

Gannet - USA Today   June 2025 - August 2025
Intern - USA Today Play

- Contributing to the launch of a new Play Hub using React, TypeScript, and Next.js
- Prototyping site experiences and interactive ad units within an existing codebase
- Collaborating with product, UI/UX, and engineering teams across development cycles
- Refactoring legacy ad formats into interactive components and ran A/B tests

Tufts University   September 2022 - May 2025
Course Assistant for CS20: Web Programming

- Managed the CA team to ensure timely grading and student support
- Maintained weekly office hours to assist students with current assignments
- Graded weekly homework assignments, quizzes, midterms, and final projects and presentations
- Developed debugging skills by troubleshooting and resolving technical issues encountered by students

Harvard University   June 2023 - August 2023
Teaching Assistant for CSCI S-38: Introduction to C++ for Programmers

- Developed effective communication and programming skills working with students in a virtual environment
- Maintained weekly Office Hours to assist with assignments over Zoom
- Collaborated with Teaching Staff through Zoom and Slack to grade weekly assignments and projects

PROJECTS

Theme Park Pro iOS App   *sam-reed.com/themeparkpro*
- Developed a Swift-based iOS app that generates optimized park schedules using ML predictions
- Trained Python models on historical wait time data factoring in date, time, and weather
- Served real-time insights and schedules via a custom Node.js backend   *sam-reed.com/app*

Time Crunch Trivia iOS App
- Designed and developed an iOS trivia game using SwiftUI, allowing users to challenge each other
- Built a custom API and integrated Google AdMob for monetization

Project Soundscape (Senior Capstone - Sponsored by Bose)
- Built a dynamic 3D audio system using real-time tracking to maintain spatial sound as listeners moved
- Developed a web-based editor and MATLAB engine to render immersive audio across an 8-speaker setup