

Sami Saifudin

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EDUCATION

George Mason University - GPA: 3.91

Fairfax, VA

Bachelor of Science, Computer Science

Expected Graduation December 2025

- Relevant Coursework: Data Structures & Algorithms, Introduction to Low-Level Programming, Software Engineering, Object-Oriented Programming, Systems Programming, Multivariable Calculus, Discrete Math
- Awards: Dean's List all semesters, Honors College

SKILLS

- **Programming Languages:** Python, Java, C, HTML/CSS, JavaScript
- **Technologies/Frameworks:** UiPath Automation, React.js, Node.js, Git, Unix, Gradle, OpenCV, JUnit, Yolo V5, vSLAM, Google Suite, Mac OS, Microsoft Teams, SharePoint, TensorFlow, NumPy

WORK EXPERIENCE

WillowTree

Charlottesville, VA

Incoming Software Test Engineering Intern

May 2024-Present

George Mason University

Fairfax, VA

Undergraduate Teaching Assistant

January 2023 – Present

- Effectively assists roughly 400 students per week by providing comprehensive guidance on Python, Java, and C programming concepts, troubleshooting coding challenges, and clarifying course materials.
- Respond to and provide resolution to student inquiries through Piazza.
- Communicate and collaborate with instructors while holding weekly laboratory sessions.
- Conduct review sessions for exams on a different range of topics involving Python, Java, and C programming including data structures, file manipulation, unit testing, and debugging.

Heartland Consulting

McLean, VA

Robotic Process Automation Developer Intern

June 2023 – August 2023

- Developed automation solutions using UiPath Studio to streamline invoice management for Navy vendors, incorporating screen scraping to enhance data retrieval from vendor websites.
- Orchestrated the organization and enhancement of the company's SharePoint platform by updating task lists across various sites.
- Attended team meetings to provide regular updates on project progress and discuss the implementation of UiPath automation solutions.

Projects

Environmental Safety Navigation, Java, OpenCV, vSLAM

October 2023

- Designed a vSLAM like AI system meant to assist individuals with visual impairments in navigating diverse environments that won 1st place at PatriotHacks for Best AI-Powered Hack.
- System blends artificial intelligence based on visual inputs with haptic feedback, delivering instant recognition and monitoring of objects in real time, effectively eliminating extraneous information.
- Using Java, developed a neural network architecture to deliver precise haptic feedback indicating the direction and proximity of surrounding objects, enhancing user safety.

NBA MyPlayer Builder, Python

December 2022 – January 2023

- Developed a command-line NBA 2K MyPlayer Builder simulator.
- Designed custom classes to represent different player attributes and characteristics.
- Utilized instance methods to define behavior and manipulate data within class instances.
- Implemented exception handling to ensure users input valid responses to prompts throughout the program.

Naruto Path to Chunin, Python

December 2021 – February 2022

- Developed a command-line game using object-oriented programming taking place in the Naruto Universe.
- Designed custom classes to represent the player and the different assortments of weapons available to the player which are used against computer programmed enemies.