Sami Saifudin

Mobile: (301)514-1250 | Email: sami.h.saifudin@gmail.com | Linkedin | Github | Chantilly, VA

EDUCATION

George Mason University - GPA: **3.87** *Fairfax, VA*

Bachelor of Science, Computer Science *Expected Graduation December 2025*

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

SKILLS

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

WORK EXPERIENCE

George Mason University *Fairfax, VA*

Undergraduate Teaching Assistant *January 2023 – Present*

- Effectively assists roughly 400 students per week by providing comprehensive guidance on Python and Java 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.
- Conducted review sessions for exams on a different range of topics involving Python and Java 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 web scraping techniques 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* *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.
- Users are thrown into the Naruto universe and take part in the Chunin exams which consist of three unique rounds.
- Users are given multiple customization options to ground them into the Naruto universe.
- Users are given an assortment of moves each with their own advantages and disadvantages and battle against programmed computer enemies.
- Designed custom classes to represent the player and the different assortments of weapons available to the player.