

# Sam Windheim

Software engineer with a Bachelor's in Computer Science, driven by an adaptive mindset to leverage AI and emerging technologies for skill growth. Focused on industry trends and delivering client solutions. Seeking a junior developer role.

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## EXPERIENCE

### **Outlier AI, Remote** — *Freelance Code Reviewer and AI Analyst*

May 2024 - Current

Performed analysis of LLM prompt code responses from large language models, assessed output for quality and made corrections.

### **City of Eugene, Eugene, Or** — *Park Landscaper*

June 2024 - September 2024

General maintenance for Eugene parks. Included basic landscaping, trash collection, and wasp nest removal.

### **Friendly Street Market, Eugene, Or** — *Cashier/Stocker*

June 2023 - June 2024

Received groceries from suppliers and stocked the shelves of the store. Managed the register and opened and closed the store.

## PROJECTS AND COURSEWORK

### **LLM PDF Agent**, Solo personal project 2025

Developed a PDF Language Model application using Langchain to analyze PDF documents and provide context-aware answers to user queries. Used Retrieval-Augmented Generation (RAG) to enhance response accuracy. Key features include document loading, text splitting to store in a vector database, and embedding generation with OpenAI's API, along with a command-line interface.

### **Time Series Forecasting Project**, Group university project 2024

Worked in a group of 5 students in an agile workflow to develop an application for time series problems over 8 weeks. The app's purpose is to allow data scientists to compare their forecasted data predictions with actual data results. Used Jira software for project management. Worked on both the front end and python back end.

### **Rasterizer Program**, Solo university project 2023

Developed a rasterizer program in python by converting vectors into a raster image of pixels. The image is stored in a bitmap file format. Throughout the project, I added various coloring and shading elements.

## SKILLS

Programming languages:

Python, C, C++,  
Javascript/HTML/CSS

Tools and platforms: git,  
Docker, Visual Studio Code,  
Cursor AI, bash/zsh shell,  
macOS, Windows, Linux,  
Jira, Scrum, Langchain

Teamwork skills from past  
employment and  
collaborative programming  
projects in university

Quick learner, Strong  
written and verbal  
communication, Works well  
in a team

Languages: Native English,  
A1 Swedish

## EDUCATION

### **Bachelor of Science Computer Science**

University of Oregon

June 2024, Eugene, OR

### **High School**

**Advanced Honors Diploma**

Sherwood High School

May 2020, Sherwood, OR