

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 — AI writing analyst

May 2024 - Current

Performed analysis of prompt responses from large language models, assessed output for writing quality and truthfulness.

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

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 back end.

Digital Synth Music Instrument, Solo personal project 2024

Developed a web-based synthesizer instrument using the Web Audio API for Javascript. Users can play the instrument using their computer keyboard. The instrument has sliders to modify the sound output to produce different effects. I developed this instrument to use in my own musical compositions.

Rasterizer Program, Solo university project 2023

Developed a rasterizer program 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:

Javascript/HTML/CSS

Python, C, C++, SQL, Some Java experience

Tools and platforms: git, CI/CD pipelines, Docker, Visual Studio Code, Xcode, bash/zsh shell, macOS, Linux, Jira, Scrum, Unit testing

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