Sam Sartor

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Education

Colorado School of Mines

August 2015 | May 2019 B.S. in Computer Science Dean's List 4 Semesters Linux Users Group ACM Club

Work

Pivotal | Denver, CO

Intern

May 2017 | August 2017

Qualify Now | Boulder, CO

Testing Automation Engineer

May 2015 | December 2015

Skills

Programing Languages

Rust | C++ | Java | C | GLSL | JavaScript | Python | LaTeX | Elm | Ruby

Used For

Offline/Online 3D Graphics | Virtual Reality | GPU Computing | Agile Development | Web Development | Desktop Software | TCP & Networking Applications | Mobile Apps With

Linux | Git | CUDA | Open/WebGL | SQL | React | Bottle | Rocket | HTML5 | Open/Web VR | Serde | Android | You name it | Anything that has documentation

And I can Also Do

Learning | 3D Modeling & Texturing | Technical Writing | Advanced Math | SolidWorks | Physics | Economics | Running a Startup | Reverse-Engineering

Assorted Projects

SideQuest

October 2016 | Febuary 2017

A fancy GPU path-tracer for photorealistic lighting and rendering written in CUDA C

CSCI441-444 Assignments

September 2016 | May 2017

27 different interactive, 3D OpenGL applications written in C++/Rust

Angle & BlueGin

June 2016 | ···

Multiplayer tower defense game with custom OpenGL graphics engine

SlideRS

November 2016

A very very fast program for exploring a special class of mathematical permutations

Rocky Mountain Regional ACM-ICPC

October 2016

Team of 3 placed 3rd at Colorado School of Mines event, 11th in region

Festivities Mods

December 2013, 2014, 2015

Series of popular holiday-themed Minecraft mods

Over 100k combined downloads with "Let's Plays" by major YouTube channels