

Sam Sartor

2017 Infinity Cir
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..... github.com/samsartor

Education

Colorado School of Mines

August 2015 | May 2019

B.S. in Computer Science

Dean's List all 4 Semesters

Linux Users Group (Vice Pres.)

ACM Chapter (Secretary)

Work

Pivotal Tracker | Denver, CO

Paid Intern | Full Stack Development

May 2017 | August 2017

Qualify Now | Boulder, CO

Testing Automation Engineer

May 2015 | December 2015

Skills

Programing Languages

Rust | Python | JavaScript | Java | C++ | HTML5 | Elm | Ruby | C | GLSL | LaTeX

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 | Open/WebVR | Vulkan | SQL | React | A-Frame |

Node | Android | SBCs | You name it | Anything that has documentation

And I can Also Do

Learning | 3D Modeling & Texturing | Pair Programing | Test-driven Development |

Technical Writing | Presenting | Advanced Math | Physics | Reverse-Engineering

Assorted Projects

Flight

August 2017 | ...

An advanced immediate mode virtual reality and graphics library written in Rust

ACM Website

August 2017 | ...

Website for ACM including custom survey engine, python backend (acm.mines.edu)

Xilinx PYNQ Hackathon

October 2017

FPGA-powered parking lot monitoring system won the grand prize

Mozilla Campus Clubs

August 2017 | ...

Worked to make the Mines ACM chapter a founding Mozilla open-source club

SideQuest

October 2016 | February 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++ and Rust

Rocky Mountain Regional ACM-ICPC

October 2016, 2017

Festivities Mods

December 2013, 2014, 2015