Sam Sartor

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github.com/samsartor

Education

Colorado School of Mines
August 2015 | May 2019
B.S. in Computer Science
Dean's List 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 | JavaScript | Python | 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 | SQL | React | Bottle | Rocket | Open/Web VR |
Serde | Android | You name it | Anything that has documentation

And I can Also Do
Learning | 3D Modeling & Texturing | Pair Programing | Technical Writing | Advanced
Math | SolidWorks | Physics | Economics | Reverse-Engineering

Assorted Projects

ACM Website
August 2017 | ...
Website for ACM including custom survey engine, python backend (acm.mines.edu)

Flight
August 2017 | ...
An advanced virtual reality and graphics library written in Rust

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++/Rust

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