Sam Sartor

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GH.DROCCLUSION.NET

EDUCATION

COLORADO SCHOOL OF MINES
August 2015 | May 2019
B.S. & M.S. in Computer Science
Dean's List 2 Semesters
ACM Club
Linux User's Group

WORK

FOUNDER | LEAD DEVELOPER
January 2015 | ⋯
Made from the Blue LLC | Longmont, CO

TESTING AUTOMATION ENGINEER
May 2015 | December 2015
Qualify Now | Boulder, CO

SKILLS

PROGRAMING LANGUAGES
C++ | Java | C | Rust | JavaScript | Python | GLSL | LaTeX | Mathematica

USED FOR
High-end 3D Graphics | Agile Development | Parallel Computing | Mathematics | Web & Desktop Software | TCP & Other Networking | Mobile Apps

WITH
Linux | OpenGL | WebGL | Git | NodeJS | Gradle | CUDA | HTML5 | three.js | V8 | Unreal Engine 4 | TensorFlow | Arduino | Anything with half-decent documentation

AND I CAN ALSO DO
3D Modeling & Texturing | Technical Writing | Advanced Math | SolidWorks | Physics | Economics | Running a Startup | Reverse-Engineering Software

ASSORTED PROJECTS

SQ-TRACER
October 2016 | ⋯
A basic path-tracer for photorealistic lighting and rendering

SLIDERS
November 2016
A very very fast program for exploring a special class of mathematical permutations

CSCI441 ASSIGNMENTS
September 2016 | December 2016
Over 19 different interactive, 3D OpenGL applications utilizing a variety of technologies

TURREM & BLUEGIN GAME ENGINE
January 2015 | ⋯
Planned strategy game with custom OpenGL graphics pipeline (later Unreal Engine)

ROCKY MOUNTAIN REGIONAL ACM-ICPC
October 2016
Team of 3 placed 3rd at 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