

Sam Pisciotta

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EDUCATION

University of Illinois Urbana – Champaign

May 2022

Bachelor of Science / Systems Engineering & Design / Minor: Computer Science

Expected Graduation

GPA 3.5 / Dean's List

SKILLS

Curriculum: Computer Science, Differential Equations & other higher-level Calculus, Applied Mechanics, Physics, (kinematics & electrostatics), Electrical Circuits (with lab), Business Engineering

Technical: Extensive IT comprehension, spatial reasoning, 3D printing & modeling, Computational MatLab

Software: MS Suite, Autodesk Inventor Pro (CAD), SolidWorks (CAD), FL Studio (DAW), Unity Engine

Programming: Python, Golang, JavaScript, HTML

Non-Technical: Creativity, written & oral communication, project management and planning, problem solving

RELEVANT COURSE PROJECTS

CS 15-112: Programming Fundamentals (Carnegie Mellon), Term Project

Summer 2020

- Coordinated a multi-step project proposal detailing a long-term development timeline
- Identified and implemented several large features, including basic AI protocols, collision detection using the A* path finding algorithm, and a command-ready UI
- Was featured at the end-of-semester project showcase, an event geared towards displaying the top picks from the course instructor and staff

ECE 110: Electronics Lab, Circuit Design Project

Spring 2019

- Designed and built a color-brightness actuating LED strip intended for home applications, with dynamic color & brightness variability in response to the temperature and brightness associated with its local environment
- Integrated key components such as an Op Amp for voltage amplification, precise sensors (photoresistor, thermistor) to measure fluctuations in light and temperature, and potentiometers for tweaking resistance

EXPERIENCE

Pavlov Media Inc, Jr Developer Intern

Fall 2020 (Current)

- Fulfill essential duties concerning ERP (Enterprise Resource Planning)
- Engage with staff across various areas and develop interconnected modules to meet cross-departmental needs
- Advance and maintain the internal operational database with a small, coordinated team of developers

IoT (Internet of Things) Research Leadership, QA Team Manager

Fall 2020 (Current)

- Lead a team responsible for front-end user testing, reporting issues, and testing products before release
- Essential for managing the project GitHub as well as reviewing and authorizing any merge requests
- Worked alongside the lead professor to implement computer vision using an Nvidia Jetson

Stonehenge Labs, Automation Engineering Intern

Summer 2020

- Performed extensive research on products listed in supplier indexes for large distributors
- Collaborated with a small team to gather data and explore correlations
- Automated the basic procedures necessary to modify large data files specific to employer's requirements

IRIS (Illinois Robotics in Space), CAD Modeling

Spring 2020

- Worked as part of the mechanical team that designed a full 3D model of the robot to be used in competition, developed a clear understanding of a scalable lab environment while exercising proper safety procedures

Disability Resource Center, Eye to Eye Peer Mentor

Spring 2019

- Helped lead small group activities for local middle school students struggling with ADHD and other mental disabilities, significant focus on personal interaction and one-on-one engagement

Hindsley Concert Band & Illinois Wind Orchestra, Musician

Fall 2019 & Spring 2020

- Participated in bi-weekly rehearsals in advanced concert band environment with focus on proficiency and development of musicality; emphasized instrumentation of large ensemble works with 2 concerts per semester

LEADERSHIP, ACCOMPLISHMENTS, AND INTERESTS

- Earned the rank of Eagle Scout through the Boy Scouts of America, and collaborated with other charitable organizations
- All-state musician and athlete, extensive concert band and orchestra participation
- Nature and outdoor enthusiast, electronic music producer and aficionado