

# Samuel Hinshelwood

Learn / Create / Eat / Worship



## Experience

**Slack, iOS Engineer Intern** Summer 2017

**Apple, Mobile Systems QA Intern** Summer 2016

Developed automated device triage system.

Trained classifiers, prototyped device enclosures, wrote automation scripts, and built a web app for showcasing testing progress to the team.

**Qualcomm, Engineering Intern** Summer 2015

Developed diagnostic software features for Android devices, shipped to OEMs. Built threaded tool for stress-testing internal diagnostic server.

## Education

**Stanford University**, Stanford, CA

B.S. Computer Science, HCI, April 2018

## Coursework

Computer Architecture, Networking & Computer Systems, Design & Analysis of Algorithms, iOS

## Organizations

**CODE2040, Fellow**

CODE2040 is a nonprofit organization that creates pathways to educational, professional, and entrepreneurial success in technology for underrepresented minorities with a specific focus on Black and Latin@ folks.

**Stanford SBSE, BYTES Program Founder**

*Stanford Volunteer Service Org of the Year, 2016*

BYTES is an Engineering-Service Projects Program within the Stanford Society of Black Scientists and Engineers. I taught technical workshops covering engineering fundamentals & secured funding and mentorship to support student-designed projects.

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## Skills

**iOS Dev:** Swift

**Backend:** Python, C++, C, Java

**Web:** MEAN Stack

**Misc:** OpenCV, CAD, Sketch, CS6

**Also Useful:** Empathy, Teaching

## Projects

**Rise**

iOS Swift app using Google Firebase and Core Data. Users contribute to local visual stories.

**DoorMail**

Voicemail device for doors, built on Raspberry Pi using Python, Watson Speech-To-Text API.

**LineFollower**

A cute little bot that simply follows a line. Built using Arduino, made for a music video!

**Bucket Rover**

A token-dispensing competitive bot built for Stanford's ME 210 mechatronics course.

**Haptic Touch**

Built a haptic finger using Leap.js. Won Stanford HackOverflow Hackathon 1st Place.

**Mock WiiMote**

An orientation-responsive "Wii" remote, built using Arduino and gyroscopic sensors.