Sam Hollenbach

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Education

Macalester College, St. Paul, MN   *September 2015 - Present*
Physics (with astronomy emphasis), Computer Science
Varsity Baseball, NCAA Division III
Expected graduation: May 2019

Technical Skills

General Purpose
- Python, Java, C, C++, Rust, R
- Git, AWS *(EC2, Lambda, RDS, Elastic Beanstalk)*, Docker
- Mac OS X, Linux *(Ubuntu, Red Hat, Raspbian),* Windows *(7, 8, 10)*

Web Development
- JavaScript, HTML/CSS, Python, MySQL, PHP
- [JavaScript] React, JQuery, AJAX, Chart.js [Python] Flask, Django, SQLAlchemy [CSS] Bootstrap, Sass

Mobile Development
- React Native, Swift, Xcode

Experience

Research Intern, Southwest Research Institute, Boulder, CO   *Summer 2018*
In this NSF funded summer research position I worked on Python scripts for sunspot series reconstruction. I found new approaches to this problem by employing high level visualizations and tailored machine learning models.
- Python [SciKit-Learn, TensorFlow, matplotlib], Jupyter Notebook
- github.com/samhollenbach/ADFSSN

Software Intern, University of California, San Francisco   *Summer 2016, Summer 2017*
While working in the UCSF Department of Neurology I wrote numerous scripts and utilities that analyzed bioinformatic data. I focused heavily on script optimization and parallel processing implementation.
- Python [joblib], R (Shiny), Java
- [github.com/samhollenbach]/KIRVCF, /PING_gui, /HML_Parser

Independent Project, Bullpen Tracker   *September 2017 - Present*
A native iOS app and web interface for recording and evaluating pitching data for baseball teams.
- **http://bullpentracker.com** [github.com/samhollenbach/BullpenTrackerServer]
- Expected iOS App Store release January 2019 [github.com/samhollenbach/BullpenTracker]

Notable Past Projects
- Spiral galaxy N-body simulation and visualizer in Python [github.com/samhollenbach/Galaxy2]
- Mod creation for hit computer game Minecraft (2010 - age 13) amassing over 2,500 downloads

References are available upon request.