Sam Perlmutter

Product-Driven Software Engineer

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EDUCATION

University of North Carolina at Charlotte (Jan 2020 – May 2022)

– MS, Computer Science
– Concentration: AI & Robotics

Building intuitive tools to streamline workflows and boost productivity.

Blending technical skills with user-centric design across various domains.

University of North Carolina at Charlotte (Aug 2018 – May 2021)

– BS, Computer Science
– Concentration: AI & Robotics

Passionate about mentoring developers and leveraging technology to solve real-world challenges.

RELEVANT SKILLS

– Languages: Java, Swift, Python, HTML, CSS, JavaScript, TypeScript, Rust, Kotlin, PHP, MySQL, SQL Server
– Technologies: iOS, watchOS, SwiftUI, JUnit, Mockito, Figma, Linux, Android, Git, Angular, Spring Boot, Docker, Firebase

WORK EXPERIENCE

Software Engineer – Charlotte, NC (Jun 2022 – Present)

Wells Fargo

– **Developed** and maintained a statistical simulator of risk that calculates the future values of financial assets 30 years into the future using **Java**, **Spring Boot**, **SQL**, and **Python**
– **Collaborated** with other developers and stakeholders to ensure the accuracy of the simulations meets the business requirements and industry standards
– **Conducted** unit testing, integration testing, and performance testing to ensure the quality and efficiency of the simulator

Technology Intern – Charlotte, NC (Jun 2021 – Aug 2021)

Wells Fargo

– **Designed** a workflow to automate tedious workflows and improve overall efficiency of the support team
– **Built** a web dashboard using **Angular**, **Spring Boot**, and **SQL Server** to enable the support team to better track and maintain hundreds of different streams of data

Machine Learning Intern – Tel Aviv, Israel (Jun 2019 – Aug 2019)

RenewSenses Ltd.

– **Evaluated** accuracy and speed of various convolutional neural networks running on mobile phones in order to aid the visually impaired in navigating their environment
– **Trained** neural networks to detect common household objects

PROJECTS

YETI Scouting App (Mar 2015 – Present)

– **Led** a team that developed a web app to record and aggregate data on robots competing in FIRST Robotics Competition matches in order to more effectively strategize match play
– **Ensured** database schemas and form fields were kept up to date across seasons
– **Garnered** feedback from users to improve UX and the reliability of collected data

Repometer

– **Built** custom timer interface for counting workouts
– **Communicated** with users to gain feedback for product design
– **Designed** color scheme, app icon, UI/UX using **Figma** and **SwiftUI**

VOLUNTEER WORK

Lead Programming Mentor (Aug 2017 – Present)

YETI Robotics

– **Mentors** high school students in programming and wiring robots designed to compete in the FIRST Robotics Competition
– **Introduces** high school students to concepts and applications of real-time object recognition in video for use in autonomous robots
– **Teaches** high level **control theory** concepts such as PID loops to high school students to implement in advanced robotics scenarios