

Samuel Silverman

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EDUCATION

Boston University Ph.D., Computer Science Advisor: Professor Emily Whiting	2021-Present
Columbia University M.S., Computer Science GPA: 3.83	2019-2021
University of Massachusetts Amherst B.S., Computer Science GPA: 3.67	2015-2019

PUBLICATIONS

NavStick: Making Video Games Blind-Accessible via the Ability to Look Around
V. Nair, J. L. Karp, **S. Silverman**, M. Kalra, H. Lehv, F. Jamil, and B. A. Smith
ACM UIST 2021 (to appear)

RESEARCH EXPERIENCE

Columbia University

Computer-Enabled Abilities Laboratory, Columbia University Designed a novel audio-based navigation tool for looking around within virtual environments, with the aim of making 3D adventure video games more blind-accessible. <i>NavStick: Making Video Games Blind-Accessible via the Ability to Look Around</i> published at UIST 2021.	2019-2020
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TEACHING

Columbia University

Course Assistant COMS 4170: User Interface Design (Fall 2020)	2020
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University of Massachusetts Amherst

Undergraduate Course Assistant COMPSCI 230: Computer Systems Principles (Spring 2019) COMPSCI 311: Introduction to Algorithms (Fall 2018) COMPSCI 311: Introduction to Algorithms (Spring 2018) COMPSCI 230: Computer Systems Principles (Fall 2017) Industry Experience	2017-2019
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Charles River Analytics

Software Engineer Intern SWE intern in the Sensing, Perception, and Applied Robotics division.	2021
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MathWorks

Engineering Development Group Intern Built a load testing tool that executes scaled scenarios based on network traffic access logs.	2019
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REFERENCES

Dr. Brian A. Smith, Assistant Professor
Department of Computer Science, Columbia University
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