Samuel Silverman

sssilver@bu.edu https://sam-silverman.com samsilverman

EDUCATION

Boston University **2021-Present**
Ph.D., Computer Science
Advisor: Professor Emily Whiting

Columbia University **2019-2021**
M.S., Computer Science
GPA: 3.83

University of Massachusetts Amherst **2015-2019**
B.S., Computer Science
GPA: 3.67

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. [Acceptance Rate: 25.9%]

RESEARCH EXPERIENCE

Columbia University

Computer-Enabled Abilities Laboratory, Columbia University **2019-2020**
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. *NavStick: Making Video Games Blind-Accessible via the Ability to Look Around* published at UIST 2021.

TEACHING

Columbia University

Course Assistant **2020**
COMS 4170: User Interface Design (Fall 2020)

University of Massachusetts Amherst

Undergraduate Course Assistant **2017-2019**
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

INDUSTRY EXPERIENCE

Charles River Analytics — Sensing, Perception, and Applied Robotics Division

Software Engineer Intern **2021**
Created an algorithm to determine the real-world position and dimensions of detected objects from a smart maritime camera. Created a pipeline to export trained ML classifiers (from PyTorch, LightGBM, and other popular libraries) from Python to C++ to be run in inference.

REFERENCES

Dr. Brian A. Smith, Assistant Professor
Department of Computer Science, Columbia University
brian@cs.columbia.edu