

Sam Stewart

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Education

PhD Candidate, Math, University of Minnesota (Minneapolis, MN)	2020
MS, Math, University of Minnesota (Minneapolis, MN)	2017
BS, Math, Lewis & Clark College (Portland, OR)	2011-2015
Budapest Semesters in Mathematics (Budapest, Hungary)	2014
<ul style="list-style-type: none">Studied Hungarian and interacted with local culture via language exchange program	

Work Experience

Tractors for Africa (Burkina Faso)	2017
<ul style="list-style-type: none">Acted as language and cultural liaison between US team and local team in a rural town in Burkina FasoWrote weekly reports for US teamManaged finances of local team and coordinated funding with US team	
Contract Developer, Upsight Analytics (Portland, OR)	2013-2015
<ul style="list-style-type: none">Wrote Android advertising framework that served millions of ads per monthBuilt an automated UI testing frameworkMentored junior developersPatched mission critical bugs in both iPhone and Android SDKs	
iPhone Development Intern, SeatMe (San Francisco, CA)	2011
<ul style="list-style-type: none">Wrote core UI components for main app now used by hundreds of restaurantsYelp acquired SeatMe in 2013 for \$12.7 million	

Research Experience

Graduate Research Assistant (Minneapolis, MN)	2015-2020
<ul style="list-style-type: none">PhD Project: Designing fast algorithm for simulating hundreds of agents in a crowd model inspired by fluid dynamicsMasters Project: Implemented numerical method in Matlab to study solutions for a fluid model and published results in top journal	
Summer Undergraduate Research Experiences (Portland, OR)	2012-2015
<ul style="list-style-type: none">Summer 2014: Coded a custom PDE solver in Python / NumPy for a nonlinear wave equation to find numerical evidence of blowupSummer 2013: Developed custom library in Mathematica to search through thousands of graphs to help prove a statistical classification condition.Summer 2012: Wrote statistical compression algorithm for a Computer Go player that significantly reduced memory usage. Built and deployed a parallelized Computer Go player across a cluster of five machines	

Skills

- Programming:** Linux, Git, Python, C/C++, Mathematica, Matlab, R, Julia, Java, Vim, LaTeX
- Math:** PDEs, convex optimization, numerical PDE
- Software:** Excel, Word, PowerPoint, Blender3D
- Languages:** French (professional working proficiency)