

Samuel Skean

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EDUCATION

University of Illinois at Chicago

Chicago, IL

B.S. and M.S. in Computer Science

Aug. 2020 – B.S. Earned May 2024 – M.S. Expected May 2026

- **GPA:** Major: 3.93 Overall: 4.0
- **Relevant Coursework:** Cloud Computing, Operating Systems, Compilers, Interpreters, Data Structures, Algorithms, Concurrent Computing, Systems Performance, Graphics

TECHNICAL SKILLS

Languages: C/C++, Rust, Java, C#, Dart, Swift, Go, Scala, Python, SQL (SQLite), JavaScript, HTML/CSS, F#, OCaml, Matlab, Bash, AWK, x86 Assembly (AT&T)

Frameworks/Libraries: JavaFX, React.js, Flutter, Hadoop, Spark, Axum (web framework), Matplotlib, WebGL2, p5.js

EXPERIENCE

CS Teaching Assistant (Undergrad and Grad)

January 2023 – Present

UIC

Chicago, IL

- 5 semesters of teaching experience, helping over **50** students personally
- Motivated and explained data structures in **C++**; and **SQL**, **F#**, and **Go** programming
- Grades and proctors exams and labs, giving short lessons on related topics
- Leads students in debugging simple embedded projects in C++ with **Arduino** and breadboards

Student Ambassador for National Science Foundation Engineering Scholarship

August 2024

UIC

Chicago, IL

- Taught a short, custom lesson on algorithmic thinking, and helped with lessons on logic gates
- Offered advice on classes, professors, and skills relevant to CS and engineering

Information Technology Support Specialist

August 2021 – December 2022

UIC Technology Solutions

Chicago, IL

- Demonstrated patience with older/technology-unfamiliar people and those in stressful, unfamiliar situations
- Troubleshooted new services and software packages daily, including overlapping credential systems

PROJECTS

Path Tracer and Bezier Drawer | *Rust, SDL2, pixels, winit, serde*

February 2024 – August 2024

- Rendered spheres, planes, and reflections, mostly following Raytracing in One Weekend by Peter Shirley et al.
- Added lights and a real-time graphical preview of the render
- Gained an *8x* speedup by parallelizing the code across multiple cores
- Also wrote a similar tool to draw bezier curves and splines, with a simple GUI

Tracing Garbage Collector | *C*

December 2022

- Implemented a mark-and-sweep garbage collector in C
- Allocated memory using `sbrk()`, maintaining an intrusive free list
- Manipulated pointers to find all allocated, unused memory on the heap and free it without the user calling free

15-Puzzle Graphical Game | *Java, JavaFX*

November 2021

- Developed a GUI application to let the player solve a 15-puzzle, a puzzle where numbers must be arranged in a certain way in a grid
- Used A* search to solve the puzzle if the player asks
- Implemented asynchronous UI and worker threads to keep the app responsive while the puzzle-solving code was busy