

Samuel Stulman

samuel.stulman@berkeley.edu | <https://www.linkedin.com/in/samuelstulman> | 661-607-7536 | Berkeley, CA 94709

EDUCATION

University of California, Berkeley

Fall 2022

Electrical Engineering and Computer Science

GPA: 3.43

- **Related Coursework:** Structure and Interpretation of Computer Programs, Data Structures, Designing Information Devices and Systems, Great Ideas of Architecture, Discrete Mathematics and Probability Theory, User Interface Design and Development, Efficient Algorithms and Interactable Problems, Principles and Techniques of Data Science, Computer Security, Introduction to Database Systems

SKILLS

- Python, Java, SQL, C#, C++, C, Go, Javascript, HTML, CSS, Pandas, NumPy, L^AT_EX, Git, Figma

EXPERIENCE

Microsoft

June 2022 - August 2022

Software Engineer Intern

Redmond, WA

- Implemented a long and highly requested feature allowing for integration improvements for customers.
- Contributed towards and optimized back-end service using C# and performed testing with Fiddler and Jarvis.
- Collaborated with designers to create a smooth and reliable experience for customers using Knockout.js and React.

The Coder School

December 2021 - May 2022

Code Coach

Berkeley, CA

- Assisted students as a coding mentor for those who are passionate and interested in created personalized projects.
- Taught students how to code with an individualized and creative style in Python, Java, and Scratch.
- Collaborated with managers in order to create a structured curriculum for student retainment.

NASA Micro-g NExT SAVER

January 2021 - June 2021

Programming Lead

Berkeley, CA

- Managed the programming team for an autonomous surface vehicle that helped assist astronauts in distress.
- Successfully integrated autonomous driving functionalities with pinpoint direction finding and object detection.
- Finished as finalists and NASA will use parts of our design implementation for the Orion Moon mission.

UC Berkeley EECS Department

January 2021 - May 2021

Course Staff

Berkeley, CA

- Facilitated labs by walking through and answering all related questions for roughly 50 students a week.
- Tutored students on data structures, sorting algorithms, asymptotic runtimes, and graph algorithms (CS 61B).
- Reviewed and completed lab content before released to ensure reliability in order to help students most effectively.

PROJECTS

Socialyzer | Co-Founder

May 2022

- Created a pitch deck with detailed information on a go-to-market strategy, solution, business model, etc.
- Pitched a mental health relief application for daily use to Venture Capitalist's (VC) on a team of five.
- Worked with and mentored by the Co-Founder of a VC firm in the business and design process.

Auxilium | Co-Founder

August 2021

- Community helping application that allows users in a specific geolocation to contribute to a volunteering task.
- Led a team of six in the design, programming, and research stages.
- Incorporated a Django framework with the use of WebSockets, MongoDB, local storage, and session storage.

BearMaps

November 2020

- Google-Maps related map that allows users to explore the Berkeley area using Java.
- Supported zooming, scrolling, and route finding for the map using image rastering through an interactive experience.
- Implemented A* algorithm for finding the shortest path from one destination to another.