Samuel Hurh

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Education:
Bachelor of Science in Computer Science   Fall 2020 - Fall 2024
- School: University Of Illinois
- GPA: 3.61

Skills:

Certifications:
Tensorflow Developer Certification(Artificial Intelligence model Development in Python)   May 2022

Technical Skills:
C++, Java, Python, C#, Unity, Machine Learning, Pytorch, SQL, Databases, Blender, Cloud Networking, Parallel Programming, Functional Programming, OCaml, Unreal Engine, React.js, JavaScript, three.js, HTML, CSS, frontend, Fusion 360, Mathematica, Dart, WebGL, XR/AR/VR

Work Experience:
Undergraduate Research Assistant - UIUC   September 2023 - Present
- Researched implementation of Gaze-Depth-Based interactions in an AR user interface.
- Built test scenes for exploring Gaze-Depth-Based interactions and examining human behavior

Crew Member - Chipotle   May 2022 - August 2022
- Managed the grill station ensuring product availability met the quantity of customer demand

Fulfillment Center Associate - Amazon   February 2022 - May 2022
- Managed a team of stowers maintaining team stow throughput into the robotic storage system

Course Assistant - Introduction to Computer Science(CS 125) at UIUC   January 2021 - May 2021
- Provided assistance to students learning the Java Programming Language for the first time
- Contributed visual code walkthroughs to the course's website
- Tested homework and assessment materials before they were provided to students

Projects:
Solo developer - Unity Development   May 2023 - Present
- Built, tested, and maintained the code base of the real-time systems
- Learned Unity XR to prepare for the market and technical stack of the future
- Explored the use of procedural-generation and the considerations needed for proper execution
- Created a log channel: https://www.youtube.com/channel/UCiSeyBzq7Xrn6v4Hoi9aGcA

Member - Association for Computing Machinery   September 2020 - Present
- Collaborated with a team of undergraduate students to develop an android app that will facilitate the at-home gym routine by using AI collected metrics to generate useful feedback
- Communicated ideas with the rest of the team pertaining to the overall design of the app
- Developed the front-end design of the app using the Dart programming language

Member - Disruption Lab   September 2021 - December 2021
- Collaborated with a team of 6 to develop the UIUCollab web platform commissioned by the Siebel Center of Design to foster interdisciplinary collaboration among researchers at UIUC
- Employed web development technologies such as HTML, CSS, JS, React.js, Node.js, AWS Lambda, Azure Devops, and Figma
- Implemented methodologies such as agile software development in the completion of the project