

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, Unity, C#, Unity, Unreal Engine, Python, React.js, JavaScript, three.js, HTML, CSS, frontend, Fusion 360, Mathematica, Dart, WebGL, Machine Learning, XR/AR/VR

Work Experience:

Undergraduate Research Assistant - UIUC

September 2023 - Present

- Researched different implementations of Gaze-Based interactions in an AR user interface.
- Built test scenes for exploring Gaze-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