

Samuel McFadden

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EDUCATION

University of Illinois at Urbana-Champaign

5 Year Accelerated BS/MCS Program, Expected Graduation May 2020

- Overall GPA: 3.75/4.0
- Major: Computer Science
- Relevant Coursework: Interactive Computer Graphics, Physically-Based Rendering, Virtual Reality, Data Structures, Artificial Intelligence, Numerical Methods and Analysis, Computer System Organization
- Favorite Area of Study: Computer Graphics

PROFESSIONAL EXPERIENCE AND ACCOMPLISHMENTS

Machine Learning Software Developer Intern

Liberty Mutual Insurance, Summer 2018

- Using SciKit Learn, created and trained machine learning models to approximate credit score of potential customers.
- Using Java SpringBoot and CloudForge, built and deployed an API endpoint on the cloud to expose the trained model for business analytics use, allowing for a streamlined customer evaluation process.
- Collaborated with Data Scientists, Product Owners, and Software Architects

Special Interest Group for Computer Graphics (SIGGRAPH) University of Illinois Chapter

Chair, May 2018-present

- Leader of the UIUC Chapter of a worldwide organization dedicated to learning, teaching, and improving animation and computer graphics technology.
- Schedule student collaboration events, lead animation and 3D modeling tutorials, and educate students about the field of Computer Graphics.

CS 498 Virtual Reality Course Assistant

Aug 2018-present

- Aid current students taking University of Illinois' virtual reality class by answering technical questions about Unity, computer graphics, or VR development.
- Chosen due to exceptional performance and significant final project contribution in the course.

Rain Dodge Cross-Platform Mobile Game

Creator, May 2017-present

- Over 2500 downloads
- Built for both Android and iOS devices using LibGDX Framework in Java (LibGDX is a cross-platform OpenGL wrapper). Sprites and artwork created in Adobe Photoshop.

Software Developer Intern

Pickands Mather Data Services, Summer 2016

- Using Microsoft Visual Studio Report Designer, built and modified reports that are viewed and processed hundreds of times daily by clients such as U.S. Steel Corporation, U.S.S Canada, and Midwest Terminals.
- Wrote quality assurance test scripts that are run before every production push.

PROGRAMMING SKILLS

- Proficient in Java, C++, C, Python
- Familiar with SQL, Javascript, C#, MIPS Assembly
- Experience with Unity, Maya, Blender, WebGL, OpenGL