

Sam Leveau

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EDUCATION

M.S. Robotics Engineering

September 2025 - Present

Delft University of Technology (Netherlands)

GPA: N/A

B.S. Robotics Engineering / Minor Electrical Engineering

September 2021 - June 2025

University of California Santa Cruz

GPA: 3.82

Dissertation Title: “Remote Control Functionality for Autonomous Electric Tractor”

Research Advisor: Professor Dejan Milutinović

High School

July 2021

Da Vinci Charter Academy High School

GPA: 4.0

Community College

Sacramento City College

CISP 360: Introduction to Structured Programming

Fall 2019

4 Units / 54 hours *LEC* / 54 hours *LAB*

CISW 327: Introduction to Web Development Coding HTML and CSS

Summer 2020

7 Units / 81 hours *LEC* / 81 hours *LAB*

De Anza

CIS 55: iOS Development

Fall 2020

RESEARCH EXPERIENCE

Robotics and Control Lab

January 2023 - June 2025

University of California Santa Cruz

Stochastic control research lab led by Professor Dejan Milutinović

- Collaboration with a team of undergraduate and graduate students, on research involving the small electric tractor, *Amiga* developed by *Farm_NG*
- Led the design and development of a Raspberry Pi-controlled differential drive robot
- Developed a server-client communication system utilizing a User Datagram Protocol (UDP) in Python
- Building a mobile application for remote control of the *Amiga* and small Raspberry Pi vehicle

EXPERIENCE

Greenhouse Systems Engineer

January 2025 - July 2025

University of California Santa Cruz

Developing a track-based robotic system for greenhouses to monitor and provide plant treatment

- Collaborating with an environmental professor and undergraduate student to design and implement an autonomous track system, enabling researchers and students to study and treat plants within a greenhouse
- Balancing hardware and software functionality while maintaining cost-effect and scalability
- Integrating hardware and software, 3D-printed parts and web-based controls: enabling remote data collection and system operation both in house and at home
- Requires regular client discussion to align capabilities with project end goals

Robotic Researcher Software Developer

January 2025 - July 2025

University of California Santa Cruz

Upgrading outdated SDK software to integrate with the new Amiga software system

- Working with a team of graduate students to port existing older software to an updated hardware system provided by *Farm_ng*
- Requires communication with team members to ensure smooth software transitions and functionality

Slugworks

September 2023 - July 2025

University of California Santa Cruz, Jack Baskin Engineering

An open and inclusive student-focused collaborative experiential learning space

- Providing instruction to club-affiliated and general UC Santa Cruz students on the safe operation of various equipment: sewing machines, vinyl cutter, laser cutter, drill press, 3D printers, and general tooling
- Overseeing the development and maintenance of the Slugworks CANVAS
- Ensuring shop organization to maintain safe and efficient workspace

Square One

Seasonal, July 2021 - September 2024

Woodland Public Library

A free public library maker space equipped with supplies and tools allowing patrons to create

- Provided instruction on safe operation of tools including: belt sander, vertical bandsaw, router, miter saw, 3D printers, CNC router, soldering irons, vinyl cutter, sewing machines, and general tooling
- Assisted in leading teen camps, fostering creativity and skill-building through hands-on projects
- Maintained an organized workspace while enforcing safety protocols and maintaining machinery

Mellotron Software System

June 2024 - October 2024

Freelance Engineer

- Programmed a responsive system for a client's Mellotron. Utilizing an Arduino as a microcontroller, components such as a DC motor, linear actuator, and push buttons had to be programmed accordingly

College Nine/John R. Lewis Dining Hall

September 2021 - June 2022

University of California Santa Cruz

Campus dining facility that provides meals for students, staff, and the public

- Provided customer service as a food service attendant and cashier to the general public

Velocity Island Park

September 2021 - June 2022

Woodland, California

A water park featuring wakeboarding, a beach area, an aqua park, and restaurant

- Assisted with cleanliness of the park and provided reception services to the general public

HONORS

Tau Beta Pi California Alpha Delta Chapter

June 2023 - Present

University of California Santa Cruz

Serving as the Recording Secretary

- Responsible for documenting meeting minutes and accurate records

Computer Science Honors Society

February 2020 - Present

Da Vinci Charter Academy High School

Serving as a member

- Taught an Introduction to Python class to middle and high school students

AWARDS

Farm Robotics Challenge 2024 Excellence in Safety

October 2024

Earth's Future Institute Frontier Fellowship

April 2024

CITRUS Tech for Social Good Program

December 2024

University of Davis Mind and Machine NSF Ambassador

August 2024

University of California Santa Cruz Dean's List

Fall 2023 | Winter 2024 | Winter 2025 | Spring 2025

Da Vinci Charter Academy High School WW1 Night Most Popular Booth

March 2020

Da Vinci Charter Academy High School 1929 Night Most Popular Booth

March 2019

VOLUNTEERING

Slugbotics

September 2023 - June 2025

University of California Santa Cruz

A student-faced club focused on introducing hands-on robotics engineering.

- Serving as a general officer and Lead of the *ARM* team, a research-focused subteam dedicated to developing a low-cost, open-source, modular robotic arm

Beehively

August 2020

Davis, California

A company dedicated to offering website solutions for public and private schools

- Assisted in cleaning, resetting, and connecting iPads to Beehively iCloud servers

Special Education Preschool

August 2019 - January 2020

Davis, California

A preschool dedicated to creating a supportive environment for children with special needs

- Assisted the teacher with class activities

TECHNICAL SKILLS

Programming & Development

Python, Embedded C/C++, LaTeX, HTML/CSS/Java, Bash, Git, PIC32, STM NUCLEO-64

Software & Tools

MATLAB, GIT, Adobe Illustrator, Adobe Photoshop, Notion, Onshape, CoppeliaSim, CANVAS, Lightburn

Mechanical & Fabrication

3D-Printing, Laser Cutting, Water jet, Soldering, CNC Routing, Vinyl Cutting, Sewing, General Woodworking

Operating Systems

Linux, MacOS

Languages

English (Fluent), Dutch (Conversational)