SAM WEILLER

DEVELOPER. DESIGNER. UXER.

ABOUT

Hi. I am Sam. I develop for web and mobile.
I design awesome digital and physical things.
I raise service dogs and play the bassoon.
I am a hybrid designer and developer,
studying to become a full-stack UXer.

CONTACT

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samweiller.io

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914.815.5055

LINKEDIN:
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INTERESTS

- Service Dog Training
- Great Coffee
- Playing the Bassoon
- 3D Printing
- Composing Music

PUBLICATIONS

Dilks, D. D., Cook, P., **Weiller, S. K.**, Berns, H. P., Berns, G. S. (2015). Awake fMRI reveals a specialized region in dog temporal cortex for face processing. PeerJ 3:e1115.

Persichetti, A. S., **Weiller, S. K.**, Dilks, D. D. (Submitted). A double dissociation between recognizing places and navigating through them in human cortex.

WORK EXPERIENCE

JUNIOR / MAY 2016 - AUGUST 2016
Technology Apprentice in **San Francisco, CA**
- Designed, developed, and pitched a Slack-based chat bot for a shipping company.
- Conducted and presented user research for a software development client.
- Reinvented the UX for our client's web experience on a two-person team.

SWAT / JULY 2016 - PRESENT
Bot Developer in **San Francisco, CA**
- Collaborating with a multi-disciplinary team to create a platform for reporting and reviewing police interactions.
- Designing and developing a Facebook Messenger bot for citizens to easily and conversationally submit reports.
- Leading development a web platform to visualize data collected through the bot.

PROJECT FIDO / MAY 2015 - PRESENT
Graduate Researcher in **Atlanta, GA**
- Developing canine wearable products to facilitate unambiguous communication between working dogs and their handlers.
- Prototyping sensors dogs can interact with both on and off their bodies.

DILKS LAB / AUGUST 2013 - MAY 2015
Lab Manager in **Atlanta, GA**
- Designed, conducted, and analyzed experiments studying visual perception of scenes using neuroimaging (fMRI), eye tracking, and behavioral methods.
- Developed studies in 3D environments using Unity and C#.
- Managed lab logistics, including writing IRB protocols and developing analysis scripts in MATLAB, Python, bash, and FSL.

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY / GRAD MAY 2017
Master's Degree in **Human Computer Interaction**
- Interactive Computing Focus
- GPA: 4.0
- Teaching Assistant for User Interface Design

UNIVERSITY OF ROCHESTER / GRAD MAY 2013
Bachelors of Arts in **Music Composition**
Bachelors of Science in **Brain & Cogntive Sciences**
- GPA: 3.65, Cum Laude
- One of two students to receive the Bilski-Mayer Research Fellowship in 2012

SKILLS

DEVELOPMENT

- NODE.JS
- JAVASCRIPT
- HTML/CSS
- SWIFT (iOS)
- ARDUINO/RPi

DESIGN

- SKETCH
- ADOBE CS
- USER RESEARCH
- PROTOTYPING
- ANIMATION