



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, currently studying to become a full stack UXer.

CONTACT

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INTERESTS

Service Dog Training
Coffee
Playing the Bassoon
3D printing

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 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.
- **PROJECT FIDO** / MAY 2015 - PRESENT
Graduate Researcher in Atlanta, GA
 - Developing technologies 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
 - GPA: 4.0 (As of Spring 2016)
 - Teaching Assistant for User Interface Design
- **UNIVERSITY OF ROCHESTER** / GRAD MAY 2013
Bachelors of Arts in Music Composition
Bachelors of Science in Brain & Cognitive Sciences
 - GPA: 3.65, Cum Laude
 - One of two students to receive the Bilski-Mayer Research Fellowship in 2012

SKILLS

DEVELOPMENT		DESIGN	
NODE.JS	<div></div>	SKETCH	<div></div>
JAVASCRIPT	<div></div>	ADOBE CS	<div></div>
HTML/CSS	<div></div>	STRATEGY	<div></div>
SWIFT (iOS)	<div></div>	SERVICE DESIGN	<div></div>
ARDUINO/RPi	<div></div>	INVISION/ATOMIC	<div></div>
C# (UNITY)	<div></div>	ANIMATION	<div></div>