



# 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

**WEB:**  
samweiller.io

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hello@samweiller.io

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914.815.5055

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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
  - 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

NODE.JS	<div></div>
JAVASCRIPT	<div></div>
HTML/CSS	<div></div>
SWIFT (iOS)	<div></div>
ARDUINO/RPI	<div></div>

### DESIGN

SKETCH	<div></div>
ADOBE CS	<div></div>
USER RESEARCH	<div></div>
PROTOTYPING	<div></div>
ANIMATION	<div></div>