

# Samuel Pinheiro

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## EDUCATION

### **NORTHEASTERN UNIVERSITY | BACHELOR OF SCIENCE IN COMPUTER SCIENCE, MAY 2019**

- GPA: 3.438 / 4.0
- Relevant Courses: Programming Languages, Game AI, Web Development, Networks and Distributed Systems, Theory of Computation, Computer Systems, Database Design, Software Development, Logic and Comp., Algorithms and Data, Object-Oriented Design.

## EXPERIENCE

### **SCHONFELD STRATEGIC ADVISORS | PROGRAMMER/DATA ANALYST**

July 2018 – Dec 2018 | New York, NY

- Developed primarily on projects involving automation, data processing, visualization, and analysis.
- Fulfilled data science duties for team primarily involving Python (pandas), SQL, Q, and Excel.
- Updated company data as well as streamlining processes for unmanageable legacy code.

### **CHARLES RIVER DEVELOPMENT | SOFTWARE ENGINEER**

Jan 2017 – June 2017 | Burlington, MA

- Wrote programs in Java/C# on a large existing codebase. Gained experience with Perforce and Ant.
- Created, executed, and monitored Java unit and automation tests within framework.
- Validated system enhancements, fixes, and user processes; expedited employee workflows with utilities.
- Maintained development and test environments by upgrading and maintaining databases and servers.

### **NORTHEASTERN UNIVERSITY | TEACHING ASSISTANT FOR COMPUTER SCIENCE DEPARTMENT**

Jan 2017 – Present | Boston, MA

- Taught fellow classmates Java, Object-Oriented Design, and teamwork.
- Nurtured their understanding of course concepts. Also graded homework, tests, and quizzes.

## SKILLS

### **LANGUAGES**

Java, Python, C#, C, Racket, SQL, Q (KDB), HTML, CSS, JavaScript, ReactJS, AngularJS, Node.js.

### **SOFTWARE AND TOOLS**

Eclipse, IntelliJ, DrRacket, Visual Studio, Git, MobaXterm, Control-M.

## PROJECTS

### **ADVENTURE GAME (ONGOING)**

- Leading development team for interactive adventure game using Ren'Py engine. Wrote script and code, freelancing for art and other assets.

### **MUSIC EDITOR**

- Developed music editor in Java using Model-View-Controller pattern and Object-Oriented practices. Created multiple views for playing songs and allowing the users to edit them in real-time.

### **TETRIS WITH AI CONCEPTS**

- Developed a variation of a Tetris game that utilized Decision Tree Learning to assign various "personalities" to the pieces as the game went on.

### **AQUARIUM UI AND DATABASE**

- Built UI with Ruby on Rails that could query a database and support CRUD functionality.

## EXTRACURRICULAR ACTIVITIES

### **BITS & BOTS**

- Developed open source curriculum and taught beginner robotics lessons in lower-income areas of Boston. Lead meetings and coordinated with public libraries.