SAM DAITZMAN

Engineer and designer
Student, F.W. Olin College of Engineering (GPA: 4.0)
2019 Weissman Foundry Fellow
2019 MakeHarvard BMW First Prize

CONTACT

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GitHub: https://github.com/sdaitzman

EDUCATION

2018-2022: Olin College of Engineering

Candidate for Bachelor of Science in Engineering: Computing & Design Concentration.
Current GPA: 4.0

Relevant Courses: Principles of Engineering; Sensors, Instrumentation and Measurement; Design Nature; Modeling and Simulation; Quantitative Engineering Analysis; Data Structures and Algorithms.

2013-2017: NuVu Studio

NuVu Studio is an innovative high school that uses project-based learning to teach engineering, design and academic skills. NuVu connects students with designers, engineers, architects, artists, and even rocket scientists and facilitates knowledge transfer.

2015-2017: Harvard University Extension School

Computer Science degree candidate at Harvard's Extension School program for traditional coursework while studying at NuVu Studio.

EXPERIENCE

Summer 2019: Olin College Research

Co-designed teaching curriculum for courses like Machine Learning, Quantitative Engineering Analysis, and Software Design. Integrated context & ethics into Olin's curriculum across courses.

2018-2019: Weissman Foundry Fellow

Led team to successful fellowship.
Grew self-publishing tech vis/art zine collective to events for BOW community.

2017-2019: Berkman Klein Center for Internet and Society at Harvard

Created Digital Citizenship curriculum and contributed to novel research on ML, education, and AI explainability. Successful public rebrand of one project was applied to an entire research group.

2016-2018: Smile Shade

Co-founded seasonal affective disorder treatment device startup featured in MacWorld, PCWorld, DigitalTrends, HubWeek. https://smilesha.de

2015-2016: StudentRND CodeDay

CodeDay Boston Organizer and StudentRND Evangelist. 71% new-student retention at my CodeDay events.

Summers 2014-2016: NuVu Studio

3D printing, fabrication and electrical/computer engineering instructor. Students' work featured in Google's Science Fair video and on regional and national press.

SKILLS

- Interdisciplinary projects & research
- Full-stack software development
- Industrial design & product development
- Arduino/C/C++ & robotics
- Teaching, communication and evangelism
- Manufacturing tech (CNC, 3D printing)
- Video/audio production & photography
- Graphic design & typography
- After Effects, Premiere, Photoshop
- Illustrator, Sketch, Figma