SAM DAITZMAN

Product Designer & Software Engineer
Available Summer '21
Student, F.W. Olin College of Engineering (GPA: 3.97)
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

Recipient of 4-year 50% merit scholarship.
Candidate for Bachelor of Science in
Engineering: Human-Centered Product Design.
Current GPA: 3.97

Co-founded PInT, a public interest tech group
working to apply engineering for good.
Created & directing the PInT Summer Fellowship.

Relevant Courses: Principles of Engineering;
Design for Manufacturing; Software Systems;
Quantitative Engineering Analysis; Neurotech;
Data Structures and Algorithms; User-oriented
Collaborative Design.

2013-2017: NuVu Studio

Project-based innovation school.

2015-2017: Harvard University DCE (Computer Science)

EXPERIENCE

Summer 2020: Math Research

Creating and implementing interactive
calculus curriculum with Dr. Kelsey Houston-
Edwards at Olin College.

Summer 2019: Context & Ethics Group

Co-designed teaching curriculum for courses
including Machine Learning, Quantitative
Engineering Analysis, and Software Design.

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.

2016-2018: Smile Shade

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

2016-2019: Technical Consultant

Freelance programmer & technical
consultant for early-stage smart devices.

2015-2016: StudentRND CodeDay

CodeDay Boston Organizer and
StudentRND Evangelist.

Summers 2014-2016: NuVu Studio

3D printing, fabrication, electrical and
software engineering instructor.

SKILLS

- Python, Arduino/C/C++ & robotics
- HTML/Vue/SCSS/React/node.js
- Industrial design & product dev
- SolidWorks, Fusion 360, CAM
- Manufacturing tech (CNC, 3D printing)
- Teaching, communication, mentorship
- Graphic design & typography
- After Effects, Premiere, Photoshop
- Illustrator, Sketch, Figma