

Sam Edwards-Marsh

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Professional Experience

SN&N Electronics, Inc. – Software Engineer

Morgan Hill, CA

Jan 2023 – Present

- Reduced hardware test setup time by 50% through custom UI development using Arduino and Tkinter.
- Developed an API for a 3-axis linear stage robot, enabling calibration accuracy to 5µm.
- Accelerated waveform validation workflow by 100% with a custom CLI tool for automated analysis.
- Delivered 5+ proof-of-concept prototypes in a multifunctional team adapting to client requirements.
- Contributed to open source projects for ultrasound technology.
- Enhanced user feedback by adding audio notifications to a prototype medical device.

University of California Santa Cruz – Machine Learning Research Assistant

Santa Cruz, CA

Mar 2021 – Jan 2022

- Created an ML pipeline using Pandas, scikit-learn, and TensorFlow to analyze time series weather data for leaf wetness and disease propagation, improving analysis efficiency.
- Worked alongside 2+ PhD students on Ag Tech projects to enhance lab outcomes.

Personal Projects

Neural Synth [GitHub Repo](#) A tool to program a software synthesizer to approximately recreate any sound.

VST3 Delay Plug-In [GitHub Repo](#) A delay VST3 audio effect to demonstrate understanding of the JUCE framework.

Guess Word iOS App [App Store Link](#) SwiftUI time based word guessing iPhone app.

DL Deforestation Detection deforestationdetector.com Created an ensemble transfer learning network for multi-label classification. Implemented a Docker container for GPU acceleration, reducing training time.

Skills

Languages: Python 3, Java, Swift, Bash, C, C++

Tools: Git, VSCode, Xcode, Microsoft 365 Office

Soft Skills: Creative Problem Solver, Patient Communicator, Friendly, Collaborative

Education

University of California, Santa Cruz — Bachelor of Science in Computer Science

Santa Cruz, CA

Sep 2019 – Jun 2022