

# Samuel Shulman

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## Education

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**Yeshiva University, Yeshiva College**, New York, NY

Bachelor of Science in Computer Science, Distributed Systems Track, 05/2025

**GPA:** 3.5

**Course Work:** Introduction to Computer Science, Linear Algebra, Data Structures, Math for CS, Algorithms, Computer Organization, Industrial Software Engineering

**Yeshivat Reishit Yerushlayim**, Beit Shemesh, Israel

Study Abroad Program, 08/2019 – 06/2021

## Experience

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**Search Engine**, Yeshiva University

Spring 2022

- Implemented a HashTable using separate chaining to build an in-memory storage system
- Created a Stack to support undo functionality to either undo the last action or a specific action
- Built a Trie to add keyword search capability
- Implemented a min Heap to track document usage
- Created a BTree to write documents to disk if the memory limit was surpassed

**Automated Course Registration System**, Personal Project

March 2022

- Helps students not get locked out of their desired classes by registering for them as soon as registration opens
- Utilized the JavaScript library Puppeteer to automate typing, clicking and form submission

**Doom Video Game**, Yeshiva University

Fall 2021

- Recreated the backend of Doom video game
- Formulated recursive methods to check if the player can pass a given level
- Applied object-oriented programming concepts and created Junit tests to debug

**Linear Algebra Calculator**, Personal Project

January 2022

- Developed a calculator that handles several common linear algebra problems
- Implemented what was taught in class to code using Java
- Problem solved by breaking down bigger problems into smaller steps

## Skills

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**Programming:** Java, Python, JavaScript

**Frameworks:** Junit, Node.js, Git, GitHub, Maven, Visual Studio Code, IntelliJ IDEA

**Languages:** Hebrew