

Sam Burdick

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Objective

- Pursuing a challenging internship in software development where strong programming skills will be of service.

Work Experience

Independent Contractor for Coffee Production Application and Company Website

Candace Software, Lynnwood, WA. Jun. 2016 - present

- Co-developed an application that generates and displays data reports pertinent to coffee producers using Visual C# and MySQL
- Collaborated on software solutions with team members in Lynnwood and Addis Ababa for this coffee production technology startup
- Creating company webpage to help recruit new talent for the company

Application Developer for [AUTOMATA](#) online learning environment

Collaboration with [Professor Tony Mullen](#), Dec. 2016 - present

- Implementing editing features to enhance the user experience of a hands-on automaton theory learning MEAN.js application

Teaching Assistant for Introduction to Computer Science

University of Puget Sound. Sept. 2016 - present

- Answering student questions in weekly lab sessions, grading Java assignments, and helping solve programming problems in walk-in tutoring hours
- Developing communication skills by interacting with students and coordinating with the instructor to ensure students' success in and satisfaction with the course

Team Collaborator on “Schedule Master” web application

Software Engineering course group project. February-May 2016

- Created a MEAN.js application that helps students find their classes on campus
- Designed and implemented the course information database and the user class selection interface
- Gained leadership experience by providing UI design oversight and task prioritization

Developer of Coffee Schema UI and Data Collection Application

June 2015

- Completed a Java application that collects data via temperature sensors and a Raspberry Pi, and displays data with a graphical user interface

Education

- University of Puget Sound, Computer Science and Mathematics double major, 3.65 cum. GPA, expected to graduate May 2018.
- Computer Science topic presenter for and active participant in Puget Sound ACM Chapter
- Created an action-RPG game in C++ with 3 other students at the Summer 2013 DigiPen Pre-College Program in Game Programming

Technology Summary

- Proficient in Java, C#, C/C++, MySQL, JavaScript, HTML, CSS, Angular, Node