

# Sam Burdick

[Website](#) | [GitHub](#)  
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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 startup

### **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 Production Interface 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 cumulative GPA, expected to graduate May 2018.
- Computer Science topic presenter for University of 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 C, C++, Java, C#, MySQL, JavaScript, HTML, CSS, Angular, Node