

# Sam Burdick

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

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

## Work Experience

### **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

### **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

### **Team Collaborator on “Schedule Master” web application**

*University of Puget Sound, 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. Upper division coursework includes:
  - **Operating Systems:** implementing a priority scheduling queue for the XINU OS in C
  - **Computer Graphics:** built ray tracer with depth of field and antialiasing features using the THREE.js library
  - **Abstract Algebra:** group theory problem solving using the SAGE Python library
- Created an action-RPG game in C++ with 3 other students at the Summer 2013 DigiPen Pre-College Program in Game Programming

## Technology

- **Proficient** in Java, C, JavaScript
- **Working understanding** of C++, C#, Prolog, MySQL, HTML, CSS, Python,  $\text{\LaTeX}$
- **Experienced using** Bash, Git, Angular, Node, MongoDB