Sam Burdick

Website | GitHub
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Summary

Upcoming graduate in Computer Science pursuing a strong mathematical foundation and practical development experience. My contributions to solving programming problems with teams and individuals make me a highly qualified software developer candidate.

Work Experience

AUTOMATA Environment app development

Dec. 2016 - present

+ Implementing editing features to enhance the user experience of Tony Mullen's hands-on automaton theory learning MEAN.js app

Online Ray Tracer

Computer Graphics final project. Dec. 2016

+ Wrote a browser ray tracer from scratch using THREE.js and implemented depth of field, soft shadows, and antialiasing features, aided by my linear algebra experience

Intro to Computer Science Teaching Assistant

University of Puget Sound. Sept. 2016 - present

+ I answer questions in weekly lab sessions, grade Java assignments, and help ensure student success in walk-in tutoring hours

+ Developed communication skills from interacting with students and coordinating with the instructor to ensure students' success in and satisfaction with the course

Independent Contractor for Coffee Production Application

Candace Research, Lynnwood, WA. Jun. 2016

+ Generates and displays data reports pertinent to coffee producers using Visual C# and MySQL

+ Obtained software solutions with team members in Lynnwood and Addis Ababa for an importer and distributor of Ethiopian coffee

"Schedule Master" web app development

Software Engineering course group project. May 2016

+ My team created a MEAN.js app that helps students find their classes on campus

+ Designed and implemented the course info database and the user class selection interface

+ Gained leadership by providing UI design oversight and task prioritization when we weren't making deadlines

Education

University of Puget Sound, Class of 2018

+ Pursuing Computer Science and Mathematics double major. 3.67 GPA, Dean's List