

Sam Burdick

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

- Pursuing 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, Angular, Node, Python, \LaTeX
- Experienced using Bash, Git, Angular, Node, MongoDB