

Sam Nosenzo

frontend web developer

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Education

BS in Computer Engineering

University of Pittsburgh
2018

Designing for City Scale & Data Visualization

Copenhagen Institute for Interaction Design Summer School
2017

Technical Skills

react.js / redux
javascript / node.js
processing / p5.js
webgl / glsl
openframeworks
python

Professional Experience

Uber ATG

Frontend Software Engineer
2018 - Present

- Used React/Redux with WebGL libraries to develop map-based web-apps
- Led code quality efforts for team by writing style doc and adding linters
- Collaborated with designers to iterate on and modularize designs
- Refactored application and sped up rendering performance by 3x
- Designed and implemented configuration-based attribute system
- Prototyped different techniques for visualizing dense, geo-spatial data
- Supported recruiting by conducting interviews and talking at campus events
- Mentored multiple interns on React/Redux framework

Ultra Low Res Studio

Developer Intern
2017-2018

- Used openFrameworks to develop prototypes and add features to installations
- Utilized open source dataset for client proof-of-concept prototype
- Created tools in Processing for controlling installations through OSC
- Debugged, updated and cleaned code for readability and future development

General Dynamics: VIZ

Software Intern
2016 - 2017

- Coded features of corporate workflow application using React and Node.js
- Practiced Agile development methodology with team
- Led code reviews giving and receiving constructive feedback
- Helped discover method for Android devices to network using military radios

Digital Humanities

Research at Pitt

Research Assistant Developer
2016-2017

- Facial recognition library used to visualize >7,000 prison records from 1930's
- Delivered a web version of the Bertillon Cards using HTML/CSS and p5.js
- Created 3D navigator of large facial recognition dataset using Processing
- Prototyped UI for a map web-app that organizes geo-located images

Projects

t-SNE Data Sculpture

openFrameworks, 3D
2018

Visualized point paths of t-SNE algorithm on Word2Vec vectors and generated a mesh between the paths of two words through the ML process. Created GUI to change lighting and algorithmic parameters.

“Constellation”

Campus Digital Art Installation
Processing, Kinect
2016

“Constellation” is an immersive art installation that connects users in different locations by allowing them to interact and be expressive through the installation. Led a team of 5 other people and programmed visuals using Processing.