

Sam Nosenzo

Frontend Engineer

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samnosenzo.com
pittsburgh, pa usa

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 / redux
typescript / node.js
mobx / webgl
p5.js / glsl
python
openframeworks

Professional Experience

Aurora Innovation

Software Engineer II
Jan 2021 - Present

- Develop webtools for map data and processes using React/WebGL libraries
- Led alignment of end-to-end MVP workflow for stakeholders
- Performance prototyping and optimization for live-streaming visualization
- Surveyed JS community to collect and triage dev-exp pain points
- Integrated with services utilizing Kubernetes and gRPC
- Tested components and logic using Jest and React testing library

Uber ATG

Software Engineer I - II
2018 - 2021

- 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
- Designed and implemented configuration-based attribute system
- Prototyped new techniques for visualizing dense, geospatial data
- Supported recruiting by conducting interviews and talking at college events
- Mentored multiple interns on React/Redux framework
- Maintained internal, shared library used across several teams

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