### Sam Nosenzo

Frontend Engineer

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#### **Education**

## **BS** in Computer Engineering

<u>University of Pittsburgh</u> 2018

## Designing for City Scale & Data Visualization

<u>Copenhagen Institute for Interaction Design</u> 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

- Developed tools for map data and processes using React/WebGL libraries
- Led development of 3D web tool to investigate map data pipeline artifacts
- Conducted performance prototyping and optimization for streamed vis
- Led alignment of end-to-end MVP workflow for stakeholders
- Surveyed org-wide JS community to collect and triage dev-exp pain points
- Integrated with services utilizing Kubernetes and gRPC
- Tested components and state 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