

Sammy Stollman

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Education

Wentworth Institute of Technology — Boston MA

Expected Graduation: August 2026

Bachelor of Science in Computer Science, Minor in Applied Mathematics

GPA: 3.5/4.0

Dean's List (Spring 2022, Spring 2024)

Relevant Courses: Algorithms, Applications of AI, Data Structures, Data Visualization (in progress), Foundations of Applied Mathematics, Linear Algebra, Network Programming, Operating Systems, Parallel Computing (in progress)

Skills

Programming Languages: Proficient with Python, Java, & C, Familiar with JavaScript, HTML, CSS, UNIX, F#, C#

Relevant Software: VSCode, Unity, Blender, Unreal Engine, Arduino, Microsoft Office

Projects

Python Music21 Program with OpenAI integration — Course: Applications of AI (Team of 2)

December 2024

- Created a Python program to modify a musical score using AI
- The program takes user input and sends the music21 code along with the user request to ChatGPT to modify the song

LRU Page Replacement Algorithm — Course: Operating Systems (Individual)

November 2024

- Developed a C-based Least Recently Used (LRU) Page Replacement Algorithm, simulating page fault handling in operating systems
- Designed an efficient solution with dynamic memory allocation, ensuring optimal use of system resources

Cat and Mouse Odyssey — Course: Network Programming (Team of 3)

October-November 2023

- Built a game that connected clients over UDP, successfully sending and receiving input with high reliability
- Tested my knowledge of network programming concepts and socket programming
- Used Pygame library to draw characters and map on both players' screens

Epidemiology Compartmental Models — Course: Foundations of Applied Mathematics (Individual)

April 2023

- Built and visualized disease-spread models using Python and Matplotlib
- Utilized Jupyter Notebook for iterative computation
- Demonstrated strong mathematical and programming proficiency in model simulation

Relevant Experience

Wentworth Institute of Technology Physics Lab Technician — Boston, MA

January 2025 – April 2025

- Researched and developed an LSTM model using Pytorch to predict the movement of a pendulum over time and train the model with real-world data to show students different predictive methods and the tradeoffs between using machine learning models and traditional analytical equations
- Maintained and calibrated laboratory instruments to ensure accurate experimental results
- Assisted students and faculty with laboratory procedures, troubleshooting equipment issues, and understanding experimental concepts
- Developed and improved lab procedures to enhance efficiency and effectiveness of experiments

The Rivers School IT Organization Project — Weston, MA

June 2024

- Tested and surveyed equipment and contributed to a Google Sheets spreadsheet outlining all technical issues in every classroom on the school campus
- Organized wires and equipment in various locations around the school and collaborated with the IT team

Tinker & Create Instructor/Assistant — Sharon, MA

May 2019-2023

- Taught and assisted over 150 elementary and middle school aged students in 3D animation with Blender, game design with Unreal Engine, and robotics courses using Arduino to provide meaningful education focused on STEM topics
- Received 95% positive feedback from participants and parents
- Designed and enhanced lesson plans and implemented them in classroom

Certifications

Mental Health First Aid — National Council for Mental Wellbeing

Issued March 2025

Data Science Methodology — Cognitive Class

Issued November 2024

Enterprise Design Thinking Practitioner — IBM

Issued November 2024